

CENTURY



The Worlds of Gerry Anderson

No.13-Summer 1993-£2.95



We Cause a Splash!

Stingray encyclopedia begins

Building the Future

Thunderbirds and Stingray modelling update

Deep Joy!

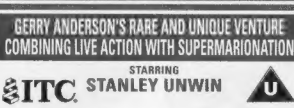
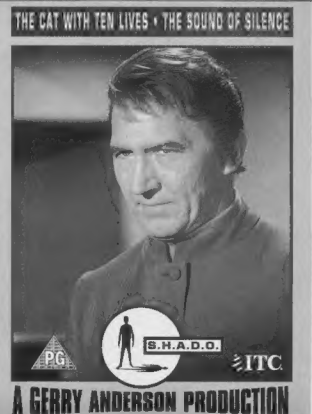
Secret Service biographies

Essential 21st Century Reading

A guide to Anderson books



Matchbox Stingray Vehicle Sets
Marineville Playsets, Action Figures
must be won in our free to enter competition!!
50 Thunderbirds
and Friends Videos
waiting to be won - inside!!



THUNDERBIRDS

[illegible]

SUPERCAR

Vol. 1 *Rescue, Amazonian Adventure, The Talker of Sargos and False Alarm*
Vol. 2 *What Goes Up, Keep It Cool, Grounded & Jungle Hazard*
Vol. 3 *High Tension, A Little Air, Ice Fall and Island Accident*
Vol. 4 *The Tracking of Mestorpsy, The Phantom Piper, Deep Seven and Pirate Plunder*
FIREBALL XLS

Vol. 1 Planet 46: 18

Vol. 2: *The Doomed Planet; Plutonium From Space; The Sun Temple and Space Immigrants*
Vol. 3: *Space Monster; Flying Zodiac; X15 to H20 and A Spy in Space*
Vol. 4: *Space Pirates; Convict in Space; Space Pin and The Last of The Zonados*
Vol. 5: *The Wings of Danger; The Triade; Saboteurs and Prisoner of the Last Planet*
Vol. 6: *Flight to Danger; Space Vacation; Mystery of the TA2 and Robust in the Rescue*

TORCHY TIE BA

Vol. 2 *Torchy and the Broken Rocker*; *King Dethers*; *Torchy Goes Back to Earth*
and *Bossy Boots Goes to Topsy Turvy Land*
Vol. 1 *Pumpkin and the Toys*; *Topsy Turvy Land*; *Torchy and Squish*
and *The Building of Fretown*

STINGRAY

Vol. 10 *A Wolf For Marinelle; Trapped In The Depths; A Christmas To Remember; The Lightious Dwellers and Acquaintance Of The Ogre*
Vol. 9 *Set Sail For Adventure; Tame of Dangers; Rescue From The Skies and Cool Gown*
Vol. 8 *Titan Goes Grog; In Search of the Taperman; Pink Ice and Inevitable Enemy*
Vol. 7 *Tom Thumbs' Danger; Site of the Old; Eastern Eclipse and An Echo of Danger*
Vol. 6 *The Disappearing Ships; Stated By For Actors; Men From The Heavy*
Vol. 5 *Marinelle's Fretter*
Vol. 5 *Lock Ness Monster; The Inhabits; The Secret of the Giant Oyster and Rescues of the Deep*
Vol. 4 *The Ghost Ship; Ghost of the Sea and The Submersible Sea*
Vol. 3 *Sea of OR; Inquest Down Below and The Golden Sea*

✓	Vol. 2: <i>Insidious From the Deep: compilation of Hooters of the Deep;</i>	
✓	<i>Big Dogs: Emergency Motorcade and Deep Heat</i>	\$9.99
✓	Vol. 1: <i>The Incredible Wyager of Strongy: compilation of the first episode;</i>	
✓	<i>Planet of Dross: Count Down and The Master Plan</i>	\$9.99
✓	CAPTAIN SCARLET AND THE MYSTERIUS	
✓	Vol. 8: <i>Place of The Launching: Epoc 2048;</i>	
✓	<i>Cosmosphere From the Inquisition</i>	\$9.99
✓	Vol. 7: <i>Beasts and Ice: Profile Cases: Fight 104 and Inferno</i>	\$9.99
✓	Vol. 4: <i>The Trinity: Model Spys: I'm All Right</i>	\$9.99
✓	<i>and Fly to Atlantis</i>	\$9.99
✓	Vol. 5: <i>Andromeda: The Tropy, Special Assignment</i>	
✓	<i>and Heart of New York</i>	\$9.99
✓	Vol. 4: <i>Opusmeter: Time: Sonogram Rocker: White as Snow</i>	
✓	<i>and Spectrum Sinker Rock</i>	\$9.99
✓	Vol. 3: <i>Big Ben Strikes Again: Marsland and Paris 783</i>	\$9.99

£9.99	Vol. 2 <i>Capt. Scarlet Vs. The Mysterons</i>	
£9.99	- compilation of <i>The Mysterons</i> ; <i>Winged Assassin</i> ; <i>Seek and Destroy</i> and <i>Attack on Cloudrose</i>	£9.99
£9.99	Vol. 3 <i>Runaways of the Mysterons From Mars</i>	
£9.99	- compilation of <i>Shadow of Fear</i> ; <i>Lunarville 7</i> ; <i>Grater 101</i> and <i>Demons on Board</i>	£9.99

59-29 JOE

02:29	Vol. 1 Mission 3-47; <i>Tail Spin</i> ; See You Down There and <i>The Birthday</i>	\$9.99
02:29	Vol. 7 <i>Amulet</i> ; <i>Child of the Sun God</i> ; <i>Trial At Sea</i> and <i>Viva Corazon</i>	\$9.99
02:29	Vol. 6 <i>Love-Honed 90</i> ; <i>The Race</i> ; <i>The Professional</i> and <i>Caliente</i>	\$9.99
02:29	Vol. 5 <i>Double Agent</i> ; <i>The Farmers</i> ; <i>Project 90</i> and <i>Colombi McColone</i>	\$9.99
02:29	Vol. 4 <i>King For A Day</i> ; <i>Business Holiday</i> ; <i>Most Special Anniversary</i> and <i>There's A Crowd</i>	\$9.99
02:29	Vol. 3 <i>The Big Fish</i> ; <i>Relative Danger</i> and <i>The Unorthodox Shepherd</i>	\$9.99
02:29	Vol. 2 <i>Hi-jacked</i> ; <i>International Concerts</i> and <i>Operation McClane</i>	\$9.99
02:29	Vol. 1 <i>The Amazing Adventures of Joe 90</i> -completion of <i>Most Special Agent</i> ; <i>Attack of the Tiger</i> ; <i>Soloed Down</i> and <i>Arctic Adventure</i>	\$9.99

£3.99 | UFO

18:29	Vol. 11 <i>Andersson, The Long Sleep</i> and <i>Tarabesh Released August</i>	\$9.99
18:29	Vol. 10 <i>Distraction</i> and <i>The Psychopaths Released July</i>	\$9.99
18:29	Vol. 9 <i>The Cat With Ten Lives</i> and <i>The Sound of Silence</i>	\$9.99
18:29	Vol. 8 <i>Flight Path</i> and <i>The Responsibility Seat</i>	\$9.99
18:29	Vol. 7 <i>Solomon</i> and <i>The Diabolical Ascent</i>	\$9.99
18:29	Vol. 6 <i>Court Martial</i> and <i>Kill Shooter</i>	\$9.99
18:29	Vol. 5 <i>E.S.P.</i> and <i>Close Up</i>	\$9.99
18:29	Vol. 4 <i>The Square Triangle</i> and <i>Ordeal</i>	\$9.99
18:29	Vol. 3 <i>Conflict</i> and <i>A Question of Priorities</i>	\$9.99
17:29	Vol. 2 <i>Exposed</i> and <i>Survival</i>	\$9.99
17:29	Vol. 1 <i>Invasion</i> (DVD - compilation of movies) <i>Identified, Computer Analysis and Reflections in the Water</i>	\$9.99

SPA

Vol. 12 One Humanism of Humanity and All Their Glories	\$10.99
Vol. 11 The Culture and Journey to Where	\$10.99
Vol. 10 Earthbound and Day toward the Moon	\$10.99
Vol. 9 Missing Link and Anywhere, Another Place	\$10.99
Vol. 8 Force of Life and Escapes	\$10.99
Vol. 7 Alpha Child and The Last Sunset	\$10.99
Vol. 6 Death's Other Dimension and Voyager's Return	\$10.99
Vol. 5 End of Eternity and Voyager's Return	\$10.99
Vol. 4 The Troubled Spirit and Space Boats	\$10.99
Vol. 3 The Last Energy and Mission of the Last Destroyer	\$10.99
Vol. 2 Juggler's Domain and The Bandits of Atlantis	\$10.99
Vol. 1 History of Life and Death	\$10.99
Journey Through the Black Sun - compilation of The Black Sun and Calicon Course	\$10.99
Classic Pinnas - compilation of The Metaphysics and Space Wars	\$10.99

Alien Attack - compilation of <i>Breakaway</i> and <i>War Games</i> and specially shot new scenes for the compilation	£10.99
Destination Moonbase Alpha - compilation of <i>The Sangers Of Wonder</i> Parts 1 and 2	£10.99

SECRET SERVICE

Vol. 4 <i>The Cove, School for Spies, May-Day, May-Day!</i> and <i>Micro Heste—Less Speed</i>	\$10.99
Vol. 3 <i>Recall To Service, Eternel of Mercy and The Deadly Whisper</i>	\$10.99
Vol. 2 <i>The Footloose Spies, Last Train to Butler's Heat and Holy in One</i>	\$10.99
Vol. 1 <i>A Case for the Bishop: A Question of Mercies and To Catch a Spy</i>	\$10.99

THE PROTECTOR

Vol. 4	<i>Triple Cross, The Quick Brown Fox, The Mumbos Gammon Thimbleback</i>	£10:99
Vol. 3	<i>See No Evil, Your Witness, One and One Makes One and A Case For The Right</i>	£10:99
Vol. 2	<i>The Last Frontier, Quix, A Pocketful of Posies and The First Circle</i>	£10:99
Vol. 1	<i>2000ft. To Die, Brother Hood, Disappearing Trick and Fighting Fund</i>	£10:99

Postage and Packing	U.K.	Europe	USA /Canada	Australasia /Japan
For first tape	£1:25	£2:20	\$3:75	\$4:20*
For further tapes	£0:90	£1:35	\$2:75	\$3:25*

* Australian customers (only) please note, due to Australia Post restrictions there is NO discount for 'further tapes'—it's a full £4:20 for each and every tape you order—sorry!

HOW TO PAY

All cheques/postal orders should be payable to Engale Marketing at 332, Lytham Road, Blackpool, Lancashire, FY4 1DW, U.K

Overseas payments should be in £ Sterling drawn on U.K. Bank or the U.K. branch of a foreign bank. International Postal Money Orders or Giro. Cheques are ideal. *If absolutely impossible to send Sterling then £6.50 should be added to the Sterling value of your order (no matter what the value) to cover U.K. Bank Commission charges.*

We also accept payment by Credit Card – Access / MasterCard / Visa and Style. Simply quote the Card Number, expiry date and the name and address of the Card holder (if not yourself, with the holder's permission, of course).

24-Hour Credit Card Order line
1-800-421-0032

24-Hour FAX Credit Card Order line
-0253 407813

One from the heart...

In one of the early issues of this magazine I penned an editorial concerning my views supporting the importance of being able to dream and to exercise our God-given imaginations. Recently, like Dorothy and Toto I suddenly found that I wasn't in Kansas any more—in fact I'd been dropped by a hurricane of events smack in the middle of what can only be described as a 'bad dream'; a not-so-brave new world in which it was inferred that my interest in science fiction in general and in puppets in particular was a refusal to let go of my childhood and a subconscious wish to shelter in the security of the past. My model-making was looked upon as a pointless exercise. My interests were laughed at. And more and more as my 'immaturity' was pointed out to me I felt at first restricted and then, eventually, demoralised. The fun had gone out of my life. The wonder was draining away from my existence. I felt out of touch with me—the me that is allowed to still feel five years old and feel thrilled when an SPV is requisitioned or a fictional secret organisation mentioned because I say it's O.K... When push came to shove I finally stepped out of the 'dream', clicked my heels together three times and allowed myself to wake up to the fact that—hey—I really liked me the way I was—the good, the bad and the slightly eccentric. That unique mix is what makes me tick. The moral of this tale? Never, NEVER stop dreaming folks. Never stop being you, and don't let anyone ever try to snuff out that oh-so-precious wonder of youth, a wonder that separates us in mind and in spirit, no matter how old we happen to be physically, from those for whom life is totally 'down-to-earth', and also, sadly, often totally dull and grey—Ultra-practical souls who are afraid to laugh (do they think their faces will crack?); afraid to shrug off the worries, frustrations and problems life throws at us for a moment in order to run barefoot through the flowers just for the sheer, unadulterated hell of it. Heavy stuff? Yes, but as someone who by nature of his full-time profession deals with the problems of others on a day-to-day basis I feel the importance of letting fun and fantasy into our lives cannot be stressed too highly. That's why I'm proud of this magazine and happy to be friends through the written word with all of you who read it and all of you who work so hard contributing to it. Dream on—I'm relieved to say I'm still right with ya!

Last issue due to gremlins in the works Ian Fryer's name was omitted from his fine Terrahawks article—apologies Ian. Also, congrats to Martin Townley for winning his 'You Bet' trophy—your letter came too late for inclusion last time, Martin.

Finally, it's great to be writing this column again (I've made up for last issue with a double-length editorial as you can see)—grateful thanks to Dave for his words of wisdom last time—and I'd like to echo them again... subscribe whydoncha... we need ya! We've lots more to bring you and I do mean lots—but we need your support in order to do this. Ta!

Uncle Mike, Editor.

The opinions expressed in the articles and features in this magazine are those of the individual contributors and are not necessarily shared by Century 21.

PUBLISHER: DAVID W. NIGHTINGALE
EDITOR: MICHAEL G. RECCIA
SPECIAL FEATURES: SIMON ARCHER
TECHNICAL ADVISOR: PHILIP D. RAE.
ART & PRODUCTION: DAVID OPENSHAW
P.W.O.R.: MARTIN HUTCHINSON & LYNN SIMPSON
NEUTRON TRANSMISSIONS: KEITH ANSELL

EDITORIAL ADDRESS: All editorial correspondence should be sent to Michael Reccia at Century 21, 57, Lynwood Avenue, Clayton-Le-Moors, Nr. Accrington, Lancs. BB5 5RR. Please enclose an s.a.e. or IRCs if a personal reply is required.

SUBSCRIPTIONS:

**SPECIAL SUBSCRIPTION ANNOUNCEMENT -
 BIG SAVINGS ON YOUR FAVOURITE MAGAZINE.
 SEE OUR AD. ON PAGE 35!**

Entire contents of this magazine - none of which may be reproduced without prior permission

© Engale Marketing, published under licence from Copyright Promotions Ltd. and ITC Entertainment Limited.

CONTENTS

HOT FROM THE PRESSES
 News from the Anderson universe
 Page 4

HOT FROM YOUR PENS
 Readers' letters
 Page 6

STAND BY FOR ACTION.
 New Martin Bower Marvels
 Page 8

WHO, WHAT AND WHEN.
 Anderbooks as told by Austin Tate
 Page 12

TIME PLEASE!
 Keith and The Anderson
 Chronology continues . . .
 Page 14

STINGRAY.
 Another Classic in our Anderson
 Series Encyclopedia
 Page 15

TERRAHAWKS.
 All Series Guide Continues . . .
 Page 27

SECRET SERVICE.
 Eye Opening Biographies
 Page 32

Mr. MEDITATIONS.
 Concluding Derek's Story
 Page 34

POSITIVE TRACK.
 Vital listings
 Page 37

P.W.O.R.
 More questions answered
 Page 38

WHAT DO YOU THINK?
 Keith's regular Spot
 Page 38

MAJOR COMPETITIONS
 Enter today
 Page 39

MORE COLLECTABLES.
 Final Bob Bell exclusives
 Page 40

CENTURY 21 EXCLUSIVE

On the back page of this issue we reprint the final two artworks produced by Thunderbirds art director Bob Bell depicting the evolution of Supermarionation.

It was now the early 1960s and AP Films were making further progress developing a completely new type of puppet show. The move to new larger studios on Slough's up and coming industrial estate saw the production of their first, and only, western adventure, *Four Feather Falls*.

The new premises were about four times larger than the previous ballroom-studios at Maidenhead. A small control room was built three feet off the ground enabling them to

look out on, what was then, quite a spectacular set. The room contained a TV monitor, a tape deck which carried the pre-recorded dialogue, and the electronic mouth mechanism.

A new mobile puppet bridge was built and the sets were made on rostrums and wheeled into position underneath the bridge.

Our second sketch shows the even more advanced studio premises just a short distance away where all the Supermarionation shows from *Stingray* to *The Secret Service* were made.

In order to meet the tight schedules, there were two puppet units shooting in parallel, together with three special effects units.

What's up Doc?

Thousands of TV viewers turned designers recently when they took part in a national competition to 'Think Up a Thunderbird' for the Saturday morning show 'What's Up Doc?'

The competition formed just one element of a special Thunderbirds edition of the 'live' two-hour show in February. Topping the bill was Gerry Anderson who answered questions from the audience and then became involved in a 'live' link-up via Thunderbird 5 with his favourite character from the series, Parker. A series of sketches involving Lady Penelope, her trusty chauffeur and Brains followed.

The Thunderbirds theme to the show was organised by What's Up Doc researcher Judy Preece, who is no newcomer to the worlds of Gerry Anderson. Ten years ago, she was a puppeteer on *Terrahawks*.

The tricky operation of staging Supermarionation on 'live' television was accomplished with Christine Glanville present to operate the puppets, David Graham to voice Parker and Brains and Richard Gregory working the puppets' Lip-sync. Simon Archer assisted with the research and scripting.

During the show, Brains surprised his fans by revealing to presenter Andy Crane his real name. We are now led to believe that his name is ... Homer Newton III!

ITC home video release 'DECADE SPECIALS'

ITC have announced that in June they will be releasing six titles each to feature programme material originating from a specific decade. There will be one volume for the 1950s, three from the 60s and two from the 70s, though no specific details were available as we went to press. The feeling is that these titles may well include episodes from series that might not warrant a tape in their own right such as Robert Shaw's *The Buccaneers* from the 1950s. Retail is expected at £10.99.

Power Themes re-emerges on Video

The surprise chart success of the MC Parker *Thunderbirds* single some three years ago sparked an album and video entitled *Power Themes 90*. The video was deleted some little time ago but has now been re-released as *Thunderbirds and Friends* by Telstar Video at £9.99. Many thanks to them for the copies we are able to give away this issue. The new sleeve sports some great Graham Bleathman artwork and is available as we speak!

More from Matchbox

Scheduled for July launch is the 14" long Thunderbird 2 Electronic Playset, with landing legs, a loading cockpit, pod carrying Thunderbird 4 and three sounds including voice commands and sound effects. The playset will retail at around £40.00. July also sees the launch of the 15" missile-firing *Stingray* playset, priced at around £27.00, and the final addition to the *Stingray* figures range - Phones.



Christine Glanville puts Parker through his paces on the set of TV's *What's Up Doc?*

At long last "UFO" is sighted again

After what seems an eternity, Polygram Video has finally announced the release dates for the final three volumes of "UFO" video tapes, as follows:

14th June 1993-Vol. 9 *The Cat With Ten Lives* and *The Sound of Silence* ...£9.99
12th July 1993-Vol. 10 *Destruction* and *The Psychobombs* ...£9.99
16th August 1993-Vol. 11 *Mindbender*, *The Long Sleep* and *Timelash* ...£9.99

Polygram have also announced yet another re-packaging of the *Thunderbirds* videos, as from the 12th July. Perhaps encouraged by the sales of their 'bumper pack' last year which featured four episodes on one tape, the re-release will similarly feature four episodes per tape, thus reducing the series from 16 volumes to just 8. Retail price, incredibly will stay the same as for the old two-episode volumes-£9.99, though for a limited period only. £10.99 will become the normal price in due course. Sadly, the start of the series will feature the compilation movie titles, not the individual episodes that make them up, as Polygram are only licensed for this material in this format.

Blackpool Exhibition

Have you ever wondered exactly what lies on the other side of Tracy Island?

Now the secret is out. All has been revealed with the opening of *Thunderbirds* and the *Worlds of Gerry Anderson*, an exciting exhibition of puppets, sets and models from the television world of the creator of Supermarionation. The event, staged at The Winter Gardens, Blackpool marks the first full reunion of *Thunderbirds* puppets since the series was made.

In addition, Captain Scarlet and the other members of Spectrum are there too and, out of hiding since 1964 is Stingray's Troy Tempest, the original puppet, carefully restored by chief puppeteer Christine Glanville.

Other members of the original Anderson team who have worked on the project include model makers Richard Gregory, Mark Woollard and Mark Harris, craftsman Bill James and costume maker Mary Bridgman. The whole event has been co-ordinated by Mary Anderson.

Centrepiece of this unique show is a large model of Tracy Island, complete with all the original detail and giving visitors a chance to see exactly what does go on on the other side and on the inside of the island.

All shows from *Stingray* onwards are represented, including *Space: 1999* and *Terrahawks*, forming the largest collection of Anderson related items ever shown under one roof. Running right through until November, the opening hours are 10am to 10pm every day and further information can be obtained from the Winter Gardens' box office, telephone 0253 25252.

Spectrum is Green

Due later this year from Vivid Imaginations is a collection of Captain Scarlet toys and figures ranging from pocket money prices to around £40.00. The company will be offering: An Angel Interceptor twin-pack featuring two diecast jets with landing gear; Captain Scarlet's Spectrum Patrol Car with flip-up engine cover; an SPV with remote control ejector seat, firing laser cannon, working Yak tracks and retractable radio antenna; a diecast Spectrum Passenger Jet with working undercarriage; and a Cloudbase playset plus working voice synthesizer for Mysteron effect, electronic light gun for Mysteron rings, working landing gear and access ramp, storage base for vehicles and planes, 'view-through' HQ control room feature, working wheels for base of playset and Destiny

You can't keep an Indestructible Man down!

By now many of you will have heard that the BBC have bought the U.K. rights to *Captain Scarlet* and the *Mysterons* to follow in the wake of *Thunderbirds* and *Stingray*. Word is that it will commence in June (so you may already be aware of the start date by now) but nothing is definite as we go to press.

Copyright Promotions have already stirred interest amongst the merchandisers resulting



Scarlet goodies from Vivid Imagination

Angel's Interceptor fighter exclusive to the playset. Other toys will include the 'Spectrum Command Team' combination pack featuring two Angels, an SPV, Spectrum Patrol Car and SPJ; a 30cm Captain Scarlet action figure in highly detailed Spectrum uniform and with accessories; 95mm action figures of Captains Scarlet, Blue, Black, Colonel White, Lieutenant Green and Destiny Angel, and an Angel Interceptor and an SPV to fit the figures. Launch date for the diecasts and large Scarlet figure is the end of September, with Cloudbase following in October and the figures and playsets becoming available in 1994.

in a fair amount of 'goodies' being available with the start (or soon thereafter) of the airing. As well as Vivid Imagination's toy line, there should also be *Captain Scarlet* versions of much of the *Thunderbirds* and *Stingray* lines such as stationery, posters and postcards, an annual, colouring books, storybooks, a plaster moulding set, greetings cards, T-shirts and a whole range of boys' wear, pyjamas, LCD clocks and watches and jigsaws.

A full mail order service for most, if not all, the items will be available from Engale Marketing.

Stevenage Visit

Four characters from *Thunderbirds* were the star attraction at the first TV/Science Fiction Fair to be held at the Hertfordshire new town of Stevenage on Easter Sunday.

More than 2400 people packed Stevenage Leisure Center for the event.

A set of original plaster puppet heads were also on display.



calling 21...
calling 21...

Dear Mike

I feel I just had to reply to G. Welton's rather unfair criticism of Barry Gray's 'The Secret Service' music score in Issue 12. Lew Grade's dislike of the series has, by now, been well documented, and, whatever his reasons, I'm sure that Barry's music was not one of them. The series was unlike anything Gerry had ever done before - both in concept and in the time and place in which it was set, and Barry merely arranged the music to fit the series, as he did with every series Gerry produced.

Judging by the transport (with the exception of Gabriel!), the series was obviously set in the present day - ie: 1969 - so there was no need for the Fireball/Scarlet-type synthesiser music Barry was so good at creating. Secondly, although it was an adventure series, most of the action took place in rural England, so over-dramatic, 'exciting music' was unnecessary, with variations on the actual theme music being more than adequate without sounding annoying or repetitive. However, I do agree with G. Welton's comment that Sir/Lord Lew Grade did over-react to the Unwinese. Who knows? The all-important Americans might have gone for it in a big way - deep joy!

On a lighter note, I couldn't let Tina Bailey's Top 23 (!) go unchallenged. So, world-famous DJ Rick (peeing) O'Shea proudly presents the latest- Top Ten Pop:

1. 5-4-3-2-1-Mannfred Mann.
2. 1999-Prince.
3. Riders In The Skydiver-The SHADO's (ouch)
4. 50 Ways To Leave Your Lover-Paul Simon.
5. Spanner Man-Blue Mink.
6. Wake Me Up Before You Domo-Wham!
7. Ninety-Nineteen Red Balloons-Nena.
8. Flowers In The Brains-The Move.
9. Gonna Make You A Yung-Star-David Essex.
10. Green Unwins-Booker T and the MGs.

Keep up the Good Work. FAB.
Robert Reid, Falkirk.

Dear Mike

Please find enclosed some photos and merchandise descriptions pertaining to Issue 10's excellent Space: 1999 guide by Luke Davis and Tim Redman. The authors request any information available on a 'small diecast model of Captain Zantor's ship from Earthbound' as described on page 29. This is in fact one of at least three diecast vehicles produced from the TV series by LIN Toys Ltd., New York, and made in Hong Kong. They were marketed under the 'Road Stars' trade name which specialised in 'diecast models of



your favourite characters and TV shows'. The three licensed craft from Space: 1999 I can verify are as follows:

#2000-Space 1999 Hawk Transporter (incorrectly labelled - it's definitely an Eagle transporter). Photo of Hawk over alpha mooncape on display card. c. 1976 Hanna Barbera prods. Inc., c. 1975 LIN Toys Ltd.

Diecast metal and plastic, white girderwork and pod, blue nose-cone and side pods, chrome engines with wheels under side pods. 3" long on 7" x 5" blister card.

#2014-Moon Buggy. (not labelled as such). Display card has an hilarious publicity shot of spacesuited Koenig standing and Helena reclining on vehicle with Alpha in background. Both actors are holding their helmets while mugging for the camera in an airless environment! c. 1975 ATV Licensing, c. 1976 LIN Toys Ltd. Diecast metal. Yellow body, black wheels, interior and seats and grey antenna. No figures. 2 1/2" long on 7" x 5" blister card.

#2015-Captain Zantor's ship (not labelled as such). Card is graced with a nice photo from 'Earthbound' featuring spaceship in an Alpha Earth hangar. c. 1975 ATV Licensing c. 1976 LIN Toys. Diecast metal and plastic. Blue metal body with 4 window decals showing human figure in orange shirt. 4 grey plastic landing legs. 1 1/2" diameter. 2 1/2" high on 7" x 5" blister card.

Graeme Walker,
Ontario, Canada.



Dear Mike

Here's a little trick to try while you're dating various Anderson series and comic strips. Go into the operating systems of your personal computer and type the word DATE. When MS DOS flashes up the date and asks you to type in the new date, type in 25/12/2026. Type DATE again, and MS DOS

will tell you that the date is FRIDAY, 25/12/2026 (of course, you could also discover this by checking the perpetual calendar in the latest Whitaker's Almanac, but hey, this IS Century 21 isn't it?)

So what is the explanation for all those calendars in Give Or Take a Million that showed Christmas Day 2026 as falling on a Sunday? Well, of course, Christmas Day did fall on a Sunday in 1966 when that Thunderbirds episode was originally transmitted. But does this mean that the 2026 dating for Thunderbirds is wrong?

Well, don't forget that we supposedly have a World Government by then. Perhaps the World Government introduced a new World Calendar (to accommodate the vast differences between the Moslem Calendar and the Gregorian Calendar maybe).

So, for instance, Harry Rule's date of birth would be given under the current calendar, while the calendars in Give Or Take A Million are obviously showing the World Calendar. After the introduction of the World Calendar, it would probably be up to personal preference which date system was used, although obviously the World Government would expect its officials to use the new system.

I mention this only because Keith Ansell has taken on a pretty hefty job in trying to assemble a complete Anderson chronology. Before anyone steams in to say that this or that date is 'wrong' perhaps the idea of a World Calendar will give us some 'float' time to fit in any discrepancies. Besides, look what fun the Trekkies had trying to work out the Star Dates for the past twenty years.

Graeme Bassett,
Grimsby, Humberside.

Dear Mike

Congrats on issue 12-another sterling effort... However, re-Century 21 No.12 and with reference to the article on Terrahawks I should point out that whilst it's true that I designed the Spacehawk it is not true that the other models were designed in Japan. All the other principal Terrahawks craft and the majority of 'guest' craft and other hardware was in fact designed by Steven Begg who, of course, also directed the SFX.

SIG. Phil Rae,
Penwortham, Lancs.

Dear Mike

Thanks to ITC Home Video I have now collected 20 of the 24 episodes of Space: 1999's first season (Volumes 1 to 10) and also have the four missing first season episodes on NTSC laserdisc. It was great to finally watch Breakaway, War Games, Black Sun and Collision Course in their original undedited format. I recently watched all 24 episodes in proper production order and have worked out in what years the first season is set (Moonbase Alpha Time).

In 'Breakaway' it is September 1999 when the moon breaks out of orbit. 'A Matter Of Life And Death', the 2nd episode, is obviously set shortly afterwards. The next 2 episodes 'Black Sun' and 'Ring around The Moon' are also set in 1999. The 5th episode, 'Earthbound' is set near the end of 1999. Commander Koenig mentions to Commander Simmonds what life would be like on earth in 2074 (75 years later). From episode 6 onwards (Another Time, Another Place) I would set this and the following 11 episodes in the year 2000 (Alpha Time) because in episodes such as 'Voyager's Return' it is said that the probe ship Voyager One was launched from Earth 15 years earlier (in 1985) and in 'Death's Other Dominion', Alpha discovers the lost Uranian space expedition of 1986 and Bergman states that this was lost 14 years before. In 'War Games' Bergman claims the nearest star system is six months away (although this is only a 'dream' story) and this is the last story I would set in 2000. The Last Enemy' could be set six months later, in 2001 (Alpha Time) as are the next four stories. In the penultimate episode 'Dragon's Domain' Doctor Russell states that the moon left earth orbit 877 days ago. I would set this story sometime in mid-February 2002. Doctor Russell recalls the fate of the Ultra-Probe mission of 1996 and that survivor Tony Cellini had been journeying back to earth for some months, returning in early 1997. Koenig mentions it has been five years since the Ultra-Probe mission. As this story is set in 2002 Koenig could have been mistaken or mean that it had been five years since Cellini returned to earth. Dr. Russell says it is three months to the nearest star system. I would set the final episode 'Testament Of Arcadia' in Mid-May 2002, three months after 'Dragon's Domain'.

After the breakaway disaster there were 311 surviving Alphans, although many subsequently died during Alpha's encounters with alien cultures. During season one Alpha lost over 22 personnel, plus, in 'Alpha Child' it is mentioned that Jackie Crawford's father died 7 months earlier and in 'Infernal Machine', Gwent destroys two Eagles and a lunar mobile, each presumably with a crew of two, making a final count of 29 people lost and leaving 282 alive on Alpha.

In the second season opener 'The Metamorph' Doctor Russell states that the Alpha population is 297 (1) and that it is 342 days since leaving Earth orbit (nearly a year). At 1st. season's end two years and eight months have passed since Breakaway, meaning at the start of season 2 Alpha Time has been put back almost 2 years. In 'The Exiles' it has been 403 days since leaving Earth, 515 days in 'One Moment Of Humanity', 565 days in 'All that Glisters', 'Journey To Where' has no date but the episode is set in mid 2001, 640 days in 'The Mark Of Archanon', 892 days in 'The Rules Of Luton', (set after 'Dragon's Domain' and before the Arkadian adventure) 1150 days in 'Brian The Brain', and from then on the rest of the episodes take place after the Arkadian story. The final episode 'The Dorcons' is set 2409 days after leaving earth orbit (nearly seven years!).

Keep up the good work, your magazine is the best of all time.

Graham Keenan, Middlesbrough.

Dear Mike

A multi-faceted letter!! Firstly, thank you for publishing my previous letter on Space:1999 memorabilia in Century 21 issue

12 - I'm glad you found it of interest. On the same page, a photo of Gerry Anderson and Alan Fennell at the launch of "Stingray-The Comic" on the R.S. Hispaniola on London's Embankment; the Hispaniola is a former Clyde ferry (the Maid of Ashton), and as my 2nd hobby is Clyde ferries, I thought this a remarkable coincidence!!

I am also able to answer a number of points from some of your other letters in issue 12:

Re: Iain Sharp's letter, the Terrahawks theme, Thunderbirds end theme and UFO theme are already available on record. The latter two are on Fanderson's first "Music from the 21st Century" 7" record, which I think is still available to club members from their sales list. Terrahawks was available on PRT/Anderson Records, numbers HX1010 (7"), HXT1010 (12") and ZCHX1010 (cassette), as is the Kate Kestrel song "SOS", numbers HX1020 (7") and ZCHX1020 (cassette), though these may be hard to track down in the High Street.

Re: G. Welton's letter, I have to say that I really enjoy the music from the Secret Service, placing it third in my personal chart after Thunderbirds and the under-rated Terrahawks. It also works well as a piece of music on its own, having also appeared on the Fanderson record I mentioned above. Although different in style to Barry's other hi-tech themes, it fits perfectly with the Secret Service programme itself, which is what counts surely? I also bought the first Secret Service video recently, and was very much taken with the Supermarionation/live action idea, and the model effects were certainly better than the earlier shows - the landing of the Dreisenberg airliner in "A Case for the BISHOP" was incredibly realistic. After an enthusiastic start I was, however, less enthralled by the third episode which had virtually the same plot as the first. I hope the later episodes have a bit more variation!

Finally, an obvious omission from Tina Bailey's Titan Goes Pop Charts: "Marina, I've just met a girl named Marina, and suddenly the name will never be the same to me ..." with apologies to Messers Bernstein and Sondheim!

Regarding Keith Ansell's Neutroni Transmission on Stingray's green side ports, my own thought is that the glass would contain a "Venetian blind" structure, so that the windows can only be looked through at right angles - glass like this is used in High Street cash machines so that people to the side cannot read the screen, only someone right in front of it (the Stingray ports only appear green when viewed at an angle). Used in Stingray, this glass would prevent distractions from other windows, as well as potentially giving important additional strength to the glass.

Now that the date of Thunderbirds has been firmly fixed at 2026 (was the on-screen date a mistake, should it really have been 2066??), what about Thunderbirds 2066 - presumably International Rescue is still in existence, perhaps with Jeff's grandchildren flying the craft. This would be an excellent premise upon which to base the long-awaited new series, with the chance to update the craft, as well as including craft and/or characters from other (contemporary) shows such as Stingray and Captain Scarlet. Lady Penelope's car would now be vintage Rolls Royce, though perhaps Parker would be too vintage to still be driving it!

Iain R. Murray, Dundee.

Dear Mike

I'm sending you this photo of my brother Steve. It has been in our family photo album for many years. It has always been a great source of amusement to us all. It was taken at Christmas time when he had been given a Mike Mercury uniform and a home made control panel with built-in microphone and flashing lights. Hope this photo adds some fun to your magazine.

If it is printed I will be sending a copy to my brother who is now 34 and living in Berlin, and is completely unaware that the photo is in your possession. Hope he sees the funny side too!

Joanne Barlow,
Bury, Lancashire

(Thanks for the photos Joanne - it seemed fitting that your brother should be 'Calling 21' with his magic box! ... and also, by strange coincidence the Century 21 office received the following letter this time round - Ed)

Dear Mike

I recently went to a party where one of the guests wore an International Rescue hat. This got me thinking as I vaguely remembered having an I.R. uniform when I was young.

I asked my father about this and he confirmed the I.R. uniform and said I had also a Mike Mercury uniform. Delving through piles of old photographs we found pictures of me in both uniforms.

I have enclosed a couple of copies as I thought your readers may be interested in seeing them. Is it just me or is the old I.R. uniform far superior to the current version?

Martin Simcox,
Stourbridge, West Midlands

(Do any of you Century 21 fans out there have similar photographs gathering mildew in a cardboard suitcase under the bed? If so, get on your Marigold gloves, scrape off the cobwebs and send them in (don't forget your S.A.E. for returning them - Ed.)

CENTURY 21



Martin in his I.R. uniform.

Editorial Address: 57 Lynwood
Avenue, Clayton-le-Moors, Nr.
Accrington, Lancs., BB5 5RR, England

Stingray has, of course, followed Thunderbirds in its success on TV and now as I write this, the comic that was on hold when the first part of this article was written is now well and truly under way.

Unfortunately Stingray has one major drawback as far as producing many different shots is concerned. That is, of course, that unlike Thunderbirds there is only really one craft, which rather limits the number of shots you can do. In order to get variety, therefore, it is down to imagining every scenario and predicament it is possible for Stingray to be in. Of course I've built terror fish and X20's craft and there are many more fishy fiends lurking in the murky depths, but really almost every shot needs to have Stingray in it. So having made my excuses, what have I been up to since the last article?

Firstly, at the time of penning the last piece, I had started to carve from scratch an X20 craft. Silly me! In the back of my mind I knew it was a kit conversion originally, then quite by chance it hit me. I saw a photo of a Bell X5 experimental plane in a Revell History Makers catalogue, and there it was, almost identical to that evil gill-faced creature's little craft. Just pull off the wings, replace them with part of the jets from the B58 hustler kit (used for the W.A.S.P. interceptor), use the ailerons from the wings to make the fins and you have it! Give the whole thing a very strange paint job and another foe gets to have a crack at Stingray!

But what Stingray perhaps lacks in variety it makes up for with its scope for imaginative colour and sets. My favourite to date is the cavern set, although it was really quite a difficult and very messy set to make. Like the arctic set I built for the Thunderbirds photo of the helijet, I had to build the whole thing upside down. I built a basic frame from wood and chicken wire then threw 65lbs. of plaster of paris up at it! What a mess! But I got some great stalactites! I also lined the bottom of the set with a plastic sheet and filled it with water. The end result, when lit with coloured lights, was unusual to say the least. I also built 'Titan's Secret Base' in the same set just to get as much use out of the model as possible.

If I thought that was fun, it was as nothing to Stingray coming face to face with a giant lobster! My word what evil creatures those little nippers are! Okay, I know you're thinking use a real dead lobster. But there is a problem. Dead lobsters you buy at the jolly fishmongers are cooked, and cooked lobsters are pinky orange in colour. Live lobsters, like the sort that attack poor unsuspecting submarines, are bluey black in colour. So guess who had a live lobster to contend with. On the whole I think Stingray came off the best!

Another feature I have enjoyed with Stingray is letting my imagination fly away with painting the backdrops for the undersea shots. It is really rather like painting alien planet backdrops, since really 'anything goes' under the sea. Weird rock outcrops and towering pinnacles

STAND BY FOR ACTION

Part II 'THE NEXT HALF HOUR'

By Martin Bower.

do not look at all out of place beneath the sea.

The same really applies to creating other subterranean craft; my latest being a kind of cross between a spacecraft and a deep sea diving probe, if indeed there is such a thing? The basis for this model was inspired by a flowerpot! Not just an ordinary one though. Going round a local garden centre I saw this wonderful herb pot. With very little alteration it became, with the addition of part of a carousel film container,

a child's sweet egg container and a fancy paint job, the latest World Navy Secret Weapon!

I also made the most of the arctic set already mentioned. I liked this set so much I re-used it for some Stingray shots. In order to get some real depth to the photos (sorry about the pun!) I filled the studio with smoke which produced a very eerie and effective scene.

At the time of writing the previous piece on Stingray I had also hoped to be making Marineville. However, this has proved to be far too expensive to build just to get a few shots, so at the moment this is on hold. However, if Stingray proves to be anything like as popular as Thunderbirds, which I am sure it will, the chances are I will build it anyway. I am sure I am not alone in being inspired by these old shows to rush out after each episode and get cracking with the modelling tools!

THUNDERBIRDS LIVES AGAIN PART II

Since part one of this article in issue 9, Thunderbirds has continued its successful run (and now re-run on Sundays!). This success has been matched by Thunderbirds: The Comic, which has predictably become Fleetway's bestseller. For me this has meant the completion of the Thunderbirds fleet and the ongoing construction of various support vehicles and sets.

In the last article I covered Thunderbirds 1-4 (although 1-3 were a bit brief). At that time

TB 5 was still on my drawing board, but the need for shots of TB 5 became apparent in conversations with comic editor Alan Fennell.

For its construction I used a similar method to produce drawings that I employed for TB2. Kit parts are very much in evidence on the original model, so once again I shone a slide onto paper until the kit parts appeared the right size, then traced around them. In this way I produced full drawings the same size as the original (the first surprise I had was just how big the model actually was! For some reason it turned out far bigger than I had thought - 32" long, with a diameter of 32"). Basic construction was in sheet plastic and perspex, but the circular walkway(?) that runs round the main hull was a bit of a problem. I searched for some time to find any existing flexible piping that looked like the original, but to no avail, all vacuum cleaner, car or domestic hoses I could find just did not look right. In the end I had to wind 360 yards of copper wire around a flexible central heating 22" diameter lagging hose to get the right look! Since making the model I've seen a car heater hose covered in what looks like paper that is exactly right! But since this was on a 1963 Humber Sceptre, and there are not that many of those around, I think I'm glad I did it my way!

Kit parts used include, yet again, the Thunderbird modellers favourite kit: The Airfix Girder Bridge! Also,



TB1 on "Seascape" © M. J. Bower 1992



Jeep nearing completion.
© M. J. Bower 1992



Completed X20 Craft.
© M. J. Bower 1992



TB4 rescues helijet that crashed through the Arctic ice. From an upcoming comic story. © M. J. Bower 1992



Martin setting up Stingray shot under ice.
© M. J. Bower 1992

the Airfix travelling crane, windmill and SRN I Hovercraft. The railings were Rip-Max Supermarine boat fittings. From the photos I have of TB5, it appears that only one model of it was ever made, however, this model was altered and added to as the series went along. This was then altered yet again for Thunderbirds Are Go. My model is really a mixture of them all, so is probably closest to the one used in the film. The model was painted with cellulose car paint spray with red piping picked out in Humbrol gloss red. The lettering was Letraset, as, I believe, was the original.

My next model was the jeep that first appears in 'The Uninvited' and later in 'Desperate Intruder' and 'The Mighty Atom'. In these episodes the model is a half-track vehicle which utilises the same track arrangement as that used in the Mole and Firefly and other vehicles. Unfortunately since the first part of this article I have still not found the toy/model that was used in the originals, so I have once again had to scratch build these darned tracks and wheels! I have spoken to Ray Brown personally as he built the original models and even he cannot remember what that track set came from! (Surely someone out there knows...).

My inspiration for the half-track jeep came about because I have access to what remains of the original model. However, it appears that

after filming the episodes mentioned the model was changed. The tracks were removed and two sets of double wheels fitted instead. Front mudguards were also added and other alterations made for its appearance in 'Cry Wolf' where it is seen being driven by The Hood. It was only when I was fortunate enough to see and photograph the original, however, that I

realised it was the same model converted.

The original model was built of balsa wood so I used exactly the same method of construction for my model. Using the original as a guide I produced a set of drawings; however I did two sets – one with it as a half-track and the other as the wheeled version. So far I've only built the half-track version but I may convert it to the other one as well once I have enough photos. In fact making this model led me to make the 'Zombite' fighters that appear in 'The Uninvited' as well, in order to re-create scenes from that episode for the comic. Bit parts for the jeep are from (yes, you've guessed it!) the Airfix girder bridge and also the footbridge. The wheels are Du-Bro 2 and three quarter inch diameter Air Wheels used for model flying aircraft. Oh, and the Zombite fighter...that's a Starfighter conversion which I did with a 1/48th. scale kit.

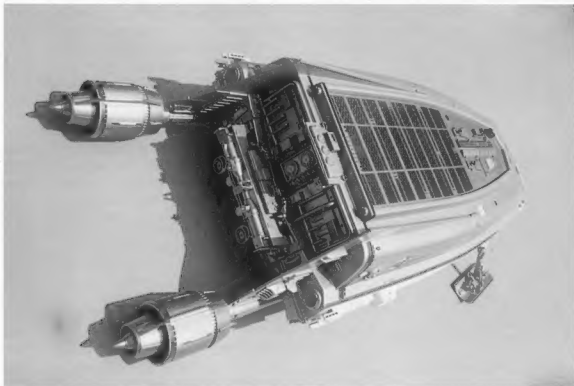
In order to produce photographs emulating Thunderbirds and indeed Stingray, it has also become essential to make many background models and gantries. For one particular shot I recreated part of the Air-Sea Rescue building featured in Thunderbirds are Go. This was a very large model originally, so I just made a section of it, plus several other airport buildings and control towers. As much as possible I stuck to using the same kits that were used when the series was originally made in the 1960s—this way



World Navy Probe Model (and flower pot it was made from!) © M. J. Bower 1992



Martin with completed Thunderbird 5 model. © M. J. Bower 1992



Selene model completed but eventually used in TB's poster magazine No. 4 as a Mars probe. © M. J. Bower 1992

I tried to ensure things had the 'feel' of the original. I also tried to make things which could easily be used from different angles and look quite different, otherwise there is an awful lot of work necessary for just one photograph. In spite of this, when producing photos for one of the poster magazines I still had to resort to making several models which could only be used once. I must confess I did however use several models I already had, mainly from my Starguard project, but since these have never been seen by a wide audience there was no reason not to use them.

In Poster mag. No. 4 the shot entitled 'Red Planet Excursion' in fact shows a model I built of 'Selene'. This was the name of the Lunar Dust-Cruiser that appeared in Arthur C. Clarke's 'A Fall of Moondust'. I had recently built the model purely for myself, but the need for a photo of a rescue situation led to it becoming a Mars probe instead.

Another set-up which required a great deal of work was for shots of TB1 in its launch silo. For that I built a large section of the silo, incorporating very many kit parts. There were, as I'm sure most enthusiasts know, 2 different silo models built originally, one for the TV series and one for the films. Now I much prefer the TV version, but in the end I built the film one. This was purely because I had much better reference shots for this. I tried working from frame blow-ups from the TV series, but everything was just too obscure. All the kits already mentioned in this article and the previous one were used in the silo (see I managed to get around mentioning girder bridges again!) but there are also many parts from the Atlas rocket 'Everything Is Go' kit by Revell in there as well. Most notably the base plates for the launch pad which are stuck to the back wall. I also believe that the two blue tubular towers behind TB 1 when it takes off were made originally from toy periscopes! But the one I had as a boy has long since disappeared so I had to scratch build these from plastic tube. The oxygen/gas bottles seen on the left-hand side were soda syphon bulbs!

I've also built the TB4 repair bay set recently. This never existed in the programme but I thought that it was a nice idea. Again, I tried to stick to using kit parts available in the 60's. Then I had to make a section of 'Seascape' from 'Atlantic Inferno' for a cover shot and built this as close to the original as possible, scaling the whole model from the little pieces of Airfix SRN 1 hovercraft duct that are cut up and stuck along the edges of the platform.

Other sets have included an entire miniature forest set which I then set on fire for some dramatic shots of TB2 lifting a vehicle out of danger and various other rocky and watery landscapes. One such underwater scene proved to be the most difficult setup so far. I had to get a shot of TB4 catching a helijet as it fell through the arctic ice, as seen from below. I shot the scene dry with what effectively was a landscape built upside down, and speaking of underwater scenes... "Flood Q, 'Phones!"

© M. J. Bower 1992.



COMET MINIATURES

46-48 LAVENDER HILL, LONDON SW11 5RH

Phone: 071-228 3702 (day)
081-200 6126 (eve)

Why not fax your order:
071-924 1005 (fax)



NEW

CAPTAIN SCARLET

Captain Scarlet is the next Anderson series to be revived on BBC2! Look out for a new range of Scarlet diecast toys from Vivid Imaginations this autumn...

ANGEL INTERCEPTOR

TWIN PACK £ 5.99

SPECTRUM JET LINER

£ 3.99

SPECTRUM PATROL CAR

£ 3.99

SPV

Copy of Dinky toy. £ 11.99

COMMAND TEAM

Presentation set of two Angels,

one Jet Liner, one Patrol Car

and one SPV. £ 21.99

Advanced orders now being taken. We can guarantee delivery for Christmas - no more disappointments for children or collectors!

NEW

BCI SPECTRUM

ANGEL INTERCEPTOR

1:24. Resin and vac-formed.

Limited to just 20 copies!

Now available. £ 57.99

NEW FROM IMAI

MAXIMUM SECURITY

VEHICLE 1:32. £ 12.99

CLODBASE

With launching Interceptors.

June. £ 19.99

SPECTRUM

PASSENGER JET

1:72. 12" long. June. £ 12.99

SEVANS FIGURES

Now in stock!

LIEUTENANT GREEN

£ 37.95

CAPTAIN BLUE £ 37.95

Buy the pair for only

£ 69.99 post free!

CAPTAIN SCARLET

CAPTAIN BLACK

(each) £ 37.95

SPECTRUM CLODBASE

Scaled for diecast vehicles.

With Mysteron voice synthesiser,

electronic light gun for Mysteron

rings **PLUS** Destiny Angel's

Interceptor - exclusive to this

playset. £ 44.99

CAPTAIN SCARLET

ACTION FIGURE

Fully posable 30cm figure with

uniform and accessories. £ 16.99

IMAI ANDERSON KITS

THUNDERBIRD 2 & FULL

CONTAINER SET

7" T/Bird 2 with complete set of

5 rescue pods with vehicles. £ 22.99

MOLE

7" long. Motorized. Very limited.

£ 15.99

THUNDERBIRD

EXCAVATOR

10" long. £ 8.99

THUNDERBIRD PILOT SET

Presentation set of all five pilots.

3" tall. 1:24 scale. £ 9.99

THUNDERBIRD 1

7" long. 1:100 scale £ 7.15

THUNDERBIRD 2

13" long with 3" TB 1 £ 24.99

THUNDERBIRD 2

10" long & vehicles £ 15.99

THUNDERBIRD 2

7" with elevator cars £ 5.99

RESCUE SET SET 1

5" Thunderbird 2 and

5" Recovery vehicle £ 9.99

RESCUE SET 2

5" Mole and 5" Excavator

£ 9.99

RESCUE SET 3

4" Thunderbird 4 and 5" Firefly

£ 9.99

THUNDERBIRD 2

1:350. 8" long. First accurate

injection plastic kit of TB2.

Correct profile and cockpit

interior. £ 11.99

THUNDERBIRD 2

CONTAINER DOCK

1:350. Features above model in

launch bay with 3 pods.

Superb! £ 39.99

THUNDERBIRD 5

9" long with TB 3 £ 9.99

FAB 1 ROLLS ROYCE

9" 1:25 scale £ 8.99

TRACY ISLAND

20" long model that actually

launches the T/Birds! £ 34.99

SECRET BASE II

Diorama base with TB1, TB2,

TB4 and TB5. £ 19.99

SKYSHIP 1 (Thunderbird 6)

12" - very limited £ 24.99

MINI-METALS

SUPERMARIONATION MINI-METALS

An exclusive range of your favourite Gerry Anderson

craft cast in high quality white metal

NEW

CALLING ALL ANDERSON MODELLERS AND COLLECTORS...

SHED FIREBALL XL5

1:144. 12" long. Resin and white metal. Decals. Exact replica of 1983

Kitmaster issue - complete with badge. Limited to only 250 kits!

£ 34.99

RESHAPE UFO

12" diameter - big! Vac-formed. Limited to just 50 kits. £ 47.99

WARP FIREFLASH

9" long. With positionable wings and optional undercarriage.

Resin, white metal and decals. £ 32.99

UK POSTAGE RATES: 1 model £ 2.00

(except where specified) 2 or 3 models £ 3.00

4 or more £ 5.00

OVERSEAS: Please add 30% to cover postage

We are the UK's first specialist SF model shop, with the largest selection of kits in Europe. Feel free to drop in.

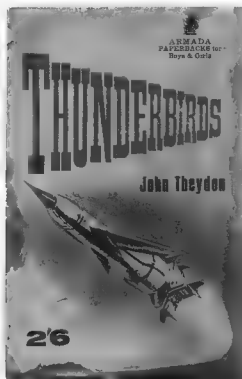
Open: 9.30am to 5.30pm Monday to Saturday

ANDERBOOKS

Gerry Anderson Annuals and Book List

PART 1

Compiled by Austin Tate



This is a list of books associated with Gerry Anderson productions. It is rarely the case that any one collector can compile comprehensive lists without significant input from others. This list has benefited from the enthusiastic provision of information by people from the UK and abroad. New books are being published all the time, so clearly the list can only cover those known by the date of its compilation (March 1993).

As well as having a book in front of you, information on Gerry Anderson related books published can be obtained through the Series' Merchandise Guides published in S.I.G. and Century 21. Fanderson FAB Market Place, dealers lists and discussions with people who supply specific books can reveal other titles. Excellent introductions to Gerry Anderson Spin-off Annuals and Novels along with some guidance on prices are available in back issues of Book and Magazine Collector - No. 44 dated November 1987 and No. 91 dated October 1991. Each back issue is available by sending a £2.50 cheque or postal order (current in March 1993) payable to "Diamond Publishing Group Ltd" along with your name and address written clearly in CAPITALS and giving the NUMBERS of the back issues you want to Magazine Editor, Book and Magazine Collector, 43/45 St. Mary's Road, Ealing, London W5 5RQ. I would recommend these for any new collector. The magazine often has a good selection of Anderson related books and other collectables for sale each month - but ring up the day the magazine comes out for the real bargains! A comprehensive list of novels related to British Telefantasy shows (including many of the Anderson shows) is available in the Revised Issue No. 4 of TimeScreen.

So, onto the list itself. Firstly, I must say that I am concentrating on books published in the U.K. I include a number of foreign published books and I would be happy to build up this list, but I consider it too large a task to aim to have a complete list for foreign publications. I am also excluding the many comics, puzzle books, books accompanying records and special comic format publications.

In a list like this, authentication of the data is very important. I have added a column to show the initials of the person who has physically checked the information from the book itself. Any entry without initials means that I am relying on information published by others. My thanks to those providing entries - their names are at the end of the article.

The Book and Magazine Collector article lists hard back versions of the Armada paperbacks published from 1965 to 1969. Their availability is not confirmed by Collins (who now own Armada), or any owners of such books to date, so I have excluded them. An "Angels Annual" and a second Angels Story Book listed in this same article are probably the single Angels Story Book included here.

If there is any error or omission please let me know via Century 21.

Happy AnderBook Collecting.

Copyright © 1993, Austin Tate

By Keith Ansell

S-Terrahawks; T-Dick Spanner; U-Space Police; V-TV Century 21 (Agent 21 etc); W-Creative Continuity.

[illegible][illegible]



**THE GERRY ANDERSON
ALL-SERIES ENCYCLOPEDIA**

STINGRAY

Written by Martin Hutchinson

**Production team: Publisher: Dave Nightingale
Editor: Mike Reccia. Design: Dave Openshaw
Additional Technical Detail: Phil Rae**

INTRODUCTION

Fireball XL5 proved to be extremely successful and was in fact the first U.K. television series to be networked in the U.S. A follow-up series was demanded and Gerry Anderson, together with Reg Hill, persuaded Lew Grade, then head of ATV, that the most logical step was to film the series in colour, particularly if it was to be sold to the States.

The go-ahead was given and 39 episodes were filmed in what was termed 'Videocolor'. They were broadcast in the U.K. beginning in 1964 and screening into 1965. The series wasn't networked at the time (this didn't happen until the BBC 2 screenings of 1992/3). The first ever broadcast was on October 4th, 1964 in 5 U.K. TV regions, the rest following after a short interval.

The major point of the show is its place in British Television history. Stingray was the FIRST British TV series to be made in colour. Sadly the U.K. was still broadcasting in black and white at the time. The fact that the series was made in colour was perhaps instrumental in it still being shown on TV in the 1990's and not being consigned to TV's 'elephant's graveyard'.

Incidentally, the TV Times (for non-U.K. readers, TV Times was the TV listings magazine for British Commercial Television) listed the characters as real people e.g. Don Mason as Troy Tempest - with no mention of voice artistes.

Stingray was produced by A.P. Films in association with ATV for ITC worldwide distribution. Each episode was 25 minutes long and usually broadcast in a half-hour slot with a commercial break midway through.

CONCEPT

Stingray's storylines concern the submarine of the title, its crew and various other members of the World Aquanaut Security Patrol (W.A.S.P. for short) they are set in 2064-5.

Despite the fact that mankind has explored the solar system and galaxy and even started trading with other planets-by 2064-5 we have still not fully explored what is termed 'inner space'-the Earth's oceans-which cover 60% of our planet.

The show's principal hero-Troy Tempest-is a man who is sure that there is life under the sea-intelligent beings that the surface dwellers can communicate and trade technologies with. In the first episode Tempest is proved correct, and, as we journey through the 38 subsequent episodes we meet many other undersea races, some benevolent, some hostile. The show's main recurring villain is Titan, an evil genius who has sworn to destroy Troy Tempest and rule the world, aided by the



Stingray on surface patrol.

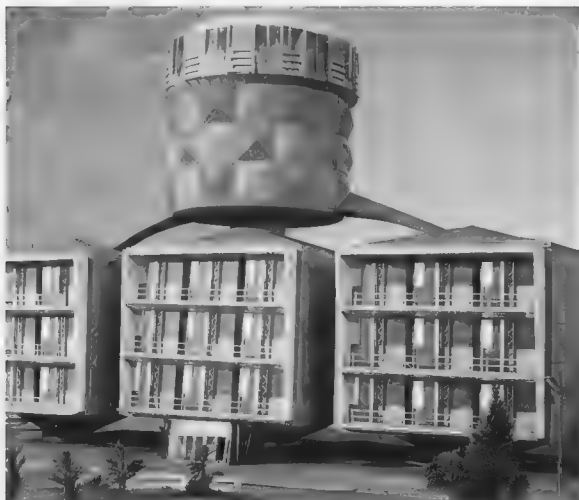


Stingray sets sail for adventure

Principal Voice Artistes

Troy Tempest.....	Don Mason
Phones Sheridan.....	Robert Easton
Atlanta Shore.....	Lois Maxwell
Commander Shore.....	Ray Barrett
Lt. Fisher.....	Ray Barrett
Titan.....	Ray Barrett
X-20.....	Robert Easton

All other characters were voiced by the principal artistes and Sylvia Anderson.



Aquaphibians and his surface agent X-20.

The 'good guys' are the WASPs. In charge is Commander Shore, helped by daughter Atlanta and the ever-eager Lieutenant Fisher—they are based at Marineville (about which more later). The WASPs main strike craft is the super-sub Stingray, manned by the aforementioned Captain Tempest, his loyal hydrophones operator George Lee Sheridan and the beautiful mute Marina, who they had rescued from the clutches of the evil Titan in the pilot episode.

It has to be admitted that there are many parallels between Stingray and its predecessor Fireball XL15: For Space City substitute Marineville, for Steve Zodiac Troy Tempest, for outer space the oceans, and so it goes on. One new twist to the format is that, whilst Steve Zodiac had Venus as his love interest, Troy Tempest has two females to choose from—Marina and Atlanta Shore. The poor guy just can't decide between them, and this forms

humorous sub-plots within the main stories. Whilst Tempest is in this (un)enviable position, it seems that poor 'Phones Sheridan cannot get a look in, although he doesn't seem to mind.

The World Aquanaut Security Patrol—A History

In 2034 the 'great' Atomic War in Europe ended after six years. A peace treaty was signed and the United Nations proposed the formation of a World Government to safeguard against such a disaster ever happening again. The World Government was established in 2045 with its capital, Unity City, in Bermuda; (the financial capital—Futura City, U.S.A.—came into being a year later). Later that same year The World Security Patrol was formed with its headquarters in Washington DC, U.S.A. There were four main sections:

1. The World Space Patrol (W.S.P.).
2. The World Army/Air Force (W.A.A.F.). Originally 2 separate sections—but were merged in 2052)
3. The World Intelligence Network (W.I.N. actually formed in 1995 and by this time a division of the Universal Secret service (U.S.S.).
4. The World Navy (W.N.) which incorporated a new special division of the submarine service, the W.A.S.P.s.

In 2048 the construction of Marineville—the W.A.S.P. headquarters—was completed near the pacific coast of the U.S.A. In 2062, the WASPs were officially split from the World Navy and became a separate section of the World Security Patrol. Samuel Shore was

Production Credits

Producer.....	Gerry Anderson
Associate Producer.....	Reg Hill
Director Of Photography.....	John Read
Art Director.....	Bob Bell
Special Effects Director.....	Derek Meddings
Dialogue and Characterisation Supervision.....	Sylvia Anderson
Music Composed, Arranged and Conducted by.....	Barry Gray
Title Music Sung by.....	Gary Miller
Special Lighting Effects.....	Ted Woolridge
Lighting Cameraman.....	John Read
Camera Operators.....	Jimmy Elliot and Julien Lugrin
Editor.....	David Lane
Sound Editor.....	John Peverill
Dialogue Editor.....	Richard Best Jnr.
Music Editor.....	Tony Lenny
Sound.....	Maurice Askew & John Taylor
Sculptors.....	John Blundall, John Brown & Wolfgang Manthey
Puppeteers Supervision.....	Christine Glanville & Mary Turner
Operators.....	Yvonne Turner & Caroline Hunter
Wardrobe.....	Elizabeth Coleman
Stingray Designed by.....	Derek Meddings

List of Episodes, Writers and Directors

Writers	Code	No. of episodes
Gerry and Sylvia Anderson	A	3
Alan Fennell	F	24
Dennis Spooner	S	12

Director	Code	No. of episodes
Alan Pattillo	P	11
David Elliott	E	10
John Kelly	K	9
Desmond Saunders	D	9

Episode	Writer/Director	First Shown	Video Volume
Pilot episode a.k.a.			
Stingray is launched	A/P	6/10/64	1
Plant Of Doom	F/E	26/5/65	1
Sea of Oil	S/K	19/5/65	3
Hostages Of The Deep	F/D	16/6/65	2
Treasure Down Below	S/P	17/3/65	3
The Big Gun	F/E	26/1/65	2
The Golden Sea	S/K	9/6/65	3
The Ghost Ship	F/D	20/10/64	4
Countdown	S/P	12/5/65	1
Ghost Of The Sea	F/E	5/1/65	4
Emergency Marineville	F/K	13/10/64	2
Subterranean Sea	F/D	27/10/64	4
The Loch Ness Monster	S/P	3/11/64	5
The Invaders	S/E	21/4/65	5
Secret Of The Giant Oyster	F/K	14/4/65	5
Raptures Of The Deep	F/D	1/12/64	5
Stand By For Action	S/P	24/3/65	6
The Disappearing Ships	F/E	7/4/65	6
Man From The Navy	F/K	17/11/64	6
Marineville Traitor	F/D	23/6/65	7
Tom Thumb Tempest	F/P	3/3/65	7
Pink Ice	F/E	31/3/65	8
The Master Plan	F/K	2/6/65	1
Star Of The East	F/D	17/2/65	7
An Echo Of Danger	S/P	24/11/64	7
Invisible Enemy	F/E	24/2/65	8
Deep Heat	F/K	10/2/65	2
In Search Of The Tajmanon	S/D	15/12/64	8
Titan Goes Pop	F/P	8/12/64	8
Set Sail For Adventure	S/E	10/11/64	9
Tune Of Danger	F/K	29/12/64	9
Rescue From the Skies	S/D	12/1/65	9
The Cool Caveman	F/P	3/2/65	9
A Nut For Marineville	A/E	28/4/65	10
Trapped In The Depths	F/K	5/5/65	10
Eastern Eclipse	F/D	10/3/65	7
A Christmas To Remember	S/P	22/12/64	10
The Lighthouse Dwellers	F/E	19/1/65	10
Aquanaut Of The Year	A/P	30/6/65	10

Please note: Video volumes 1 and 2 are compilation features of stated episodes and therefore the featured episodes are incomplete. As can be seen, the order the episodes were first shown in does not correspond with what has come to be accepted as the correct production order.

promoted to Commander-In-Chief of the complex and was placed in command of the WASPs. The same year saw the sea-trials of a prototype submarine which would later become Stingray, launched the following year. A long-term project of exploration had been undertaken and it was during an investigation of the Pacific's

deep-sea trenches that an attack by Titan's Terror Fish sparked off the events chronicled in the series. Due to Stingray's success in combat and exploration in 2065, the World Government sanctioned the construction of further submarines of the Stingray class.

MAIN CHARACTERS

Troy Tempest

The main character (who only plays second fiddle to Stingray itself) is Captain Troy Tempest. Tall, dark and handsome with clear blue eyes, he is the epitome of every woman's dreams. His hair is so dark it is almost black.

He was born in New York on the 4th of January, 2038. He excelled at school, but always received reprimands from his teachers because he couldn't keep his mind on his work. His main love was the sea, and he became an expert swimmer, keeping tropical fish as a hobby. Having passed his school exams he went to the World Navy Academy in San Diego, and when he was 18, in 2056, he joined the Submarine Service. He worked his way quickly through the ranks and proved himself to be a fearless and excellent leader of men.

In 2060 he met George Lee Sheridan, although to say he 'met' him is a slight misnomer.

Whilst on assignment Troy had been captured and a team of mercenaries led by Sheridan managed to rescue him just in time as Troy was about to be executed.

The two men formed an instant friendship and Troy persuaded Sheridan to give up his life as a soldier of fortune and to join the Submarine Service. In 2062 the WASPs became a separate entity within the World Security Patrol, and two years later, just after being promoted to Captain, Troy transferred over to take control of Stingray after its former Captain, Bradley Holden—was seriously injured (on recovering, Holden joined Spectrum as Captain Grey). When the hydrophones operator under Captain Holden transferred, Troy asked Sheridan to join his crew.

When off duty Troy likes to sail (he owns a yacht) and he grows underwater plants. He used to be teased by his fellow WASPs about his belief that there were intelligent races living under the sea. He, of course, had the last laugh as it was Troy (and 'Phones) who first made contact with the undersea races in 2064.

George Lee 'Phones' Sheridan.

15th September 2034 is the date of birth of George Lee Sheridan, a South Carolina boy. From an early age he was used to the hardships of life. George Lee was orphaned in his early teens and began drifting around the United States doing odd jobs. One thing his father had instilled in him before his early death was a fascination with radio and communications systems.

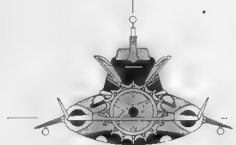
Eventually he grew bored with drifting and, lured by the life of excitement, he became a 'soldier of fortune'. He was much



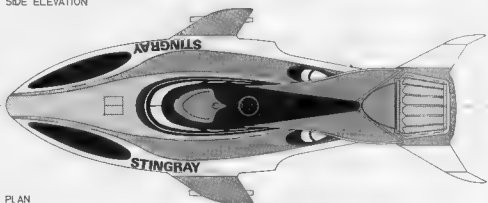
FRONT ELEVATION



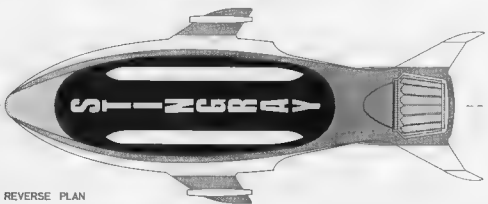
SIDE ELEVATION



REAR ELEVATION



PLAN



REVERSE PLAN

GERRY ANDERSON'S STINGRAY

Designed By DEREK MEDDINGS

Scale 5 Metres

Drawn By Philip D Roe

This Drawing COPYRIGHT © 1983 PHILIP D RAE

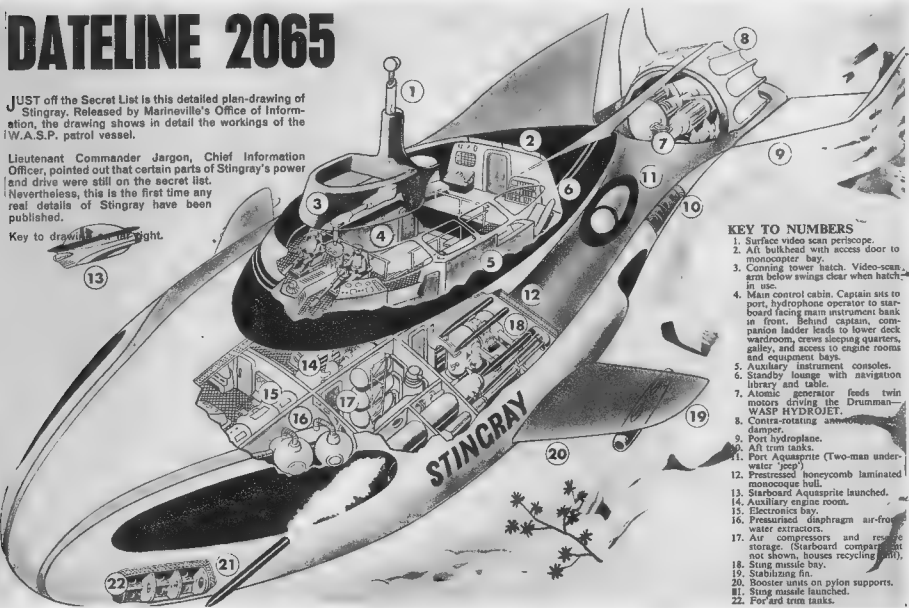


DATELINE 2065

JUST off the Secret List is this detailed plan-drawing of Stingray. Released by Marinville's Office of Information, the drawing shows in detail the workings of the I.W.A.S.P. patrol vessel.

Lieutenant Commander Jargon, Chief Information Officer, pointed out that certain parts of Stingray's power and drive were still on the secret list. Nevertheless, this is the first time any real details of Stingray have been published.

Key to drawings on the right.



KEY TO NUMBERS

1. Surface video scan periscope.
2. Aft bulkhead with access door to monocoque bay.
3. Conning tower hatch. Video-scan arm below swings clear when hatch is in use.
4. Main control cabin. Captain sits to port, hydrophone operator to starboard facing main instrument bank in front. Behind captain, companion ladder leads to lower deck wardroom, crews sleeping quarters, galley, and access to engine rooms and equipment bays.
5. Auxiliary instrument consoles.
6. Standby lounge with navigation library and table.
7. Atomic generator feeds twin motors driving the Drumman-WASP HYDROJET.
8. Contra-rotating anechoic damper.
9. Port hydroplane.
10. Aft trim tanks.
11. Port Aquasprite (Two-man underwater 'jop').
12. Prestressed honeycomb laminated monocoque hull.
13. Starboard Aquasprite launched.
14. Auxiliary engine room.
15. Electronics bay.
16. Pressurised diaphragm air from water extractors.
17. Air compressors and reserve storage. (Starboard compartment not shown, houses recycling unit).
18. Sting missile bay.
19. Stabilizing fin.
20. Booster units on pylon supports.
21. Sting missile launched.
22. Forward trim tanks.

THE INCREDIBLE VOYAGE OF STINGRAY

A vibrant movie poster for 'The Incredible Voyage of Stingray'. The title is at the top in large, yellow, blocky letters. Below it, a large submarine is shown in a dark, underwater environment. In the center, a woman in a pink dress is being carried by two muscular, green-skinned creatures up a set of stairs. At the top of the stairs, a figure in a golden, ornate suit sits on a throne. The foreground features two men in futuristic uniforms and caps, each holding a red control lever. The background is filled with various underwater elements, including a flying fish and a large, glowing, multi-colored orb.

The Most Incredible Undersea
Adventure Of All Time !



Captain Troy Tempest
STINGRAY COMMANDER



Marina
PRINCESS ENSLAVED
BY TITAN



Commander Sam Shore
COMMANDER-IN-CHIEF



Lieutenant Atlanta Shore
MARINEVILLE CONTROLLER



Lieutenant
'Phones' Sheridan
COMMUNICATIONS CHIEF



Titan
EVIL LORD OF TITANICA



Agent X-2 Zero
TITAN'S SPY

ITC ENTERTAINMENT Presents
"THE INCREDIBLE VOYAGE OF STINGRAY"
 Written By GERRY & SYLVIA ANDERSON, ALAN FENNELL,
 DENNIS SPOONER Director of Special Effects DEREK MEDDINGS
 Music By BARRY GRAY
 Creative Production Coordinator ROBERT MANDELL
 Produced By GERRY ANDERSON
 Directed By DAVID ELLIOTT, JOHN KELLY, ALAN PATTILLO

Captain Troy Tempest, Commander of the sleek underwater craft Stingray, and the number one man of the World Aquanaut Security Patrol battles the fiercest enemy of all time in this action-packed adventure film. The evil Lord, Titan, who rules a vast and deadly empire under the seas is waging a war to take over the land masses and enslave the peoples of the surface. With the help of Titan's slave Marina, Captain Tempest and Stingray battle the evil Lord and his underwater armies in the most incredible undersea adventure of all time.

The stunning and lavish special effects are the work of master craftsman DEREK MEDDINGS who is responsible for the special effects in the "Superman" and the "James Bond" films.



Running Time: 94 minutes

Release Date: 1980



Main Photograph: Captain Troy Tempest, Marina and Atlanta Shore. Inset: Phones Sheridan.

in demand as this tough young man proved himself to be courageous and resourceful. However, he would not work for anyone - the cause had to be good and just and he hated evil in all its forms. During these years he studied communications and, although he had no qualifications, rapidly became an expert on the subject.

On one of his missions he saved the life of Troy Tempest and Troy convinced him to join the Submarine Service where he would put his knowledge of radio to work.

Soon nicknamed 'Phones' by his fellow cadets, he took a degree in communications engineering at the World Navy academy, passing the full course with honours in only one year! He found the life in the World Navy well suited to him as he was used to hard work and discipline.

After graduating (or 'passing out') he rose rapidly to the rank of Lieutenant and was then approached by Troy Tempest who had been given command of Stingray. Happy at the thought of being re-united with his friend, 'Phones' accepted Troy's offer of Hydrophones operator in Stingray, and his transfer was quickly arranged.

'Phones, who always has a twinkle in his soft brown eyes.

Marina

Born on May 28th, 2046 in the undersea city of Pacifica, Marina is the daughter of Aphony, the emperor of Pacifica. She is highly intelligent and artistic and since childhood has shown a love of music, playing many instruments (except the piano). After the death of her mother when she was eight years old she became devoted to her father who adored his daughter in return.

The Pacificans were a peaceful people, Titan's evil ways filling them with horror. When Titan attacked the friendly undersea race he took Marina as his personal slave. This was not the only heartbreak Marina had to endure as Titan placed a curse upon her and her father to the effect that if either of them should speak even a single word it would cause the deaths of those they loved. This was particularly difficult for Marina who, like most natural musicians, loved to sing.

Marina was enslaved by Titan for a year before she was rescued by the Stingray crew after helping them to escape,

Off duty, communications is still 'Phones' first love and he constantly tries to improve Stingray's systems. He likes to let his hair down occasionally, however, and joins Troy, Atlanta and Marina on their outings. Even though Atlanta and Marina are besotted with Troy, they are both fond of

Table of Character Appearances

Character	No. of episodes featured in
Troy Tempest	39
Phones	39
Marina	35
Atlanta	38
Commander Shore	38
Lieutenant Fisher	27
Titan	10
X-20	13
Oink	6
Admiral Denver	2

seeing in Troy and 'Phones perhaps her only chance to be out of Titan's power. She subsequently became the third member of Stingray's crew and, despite periods of homesickness, grew to love the world of the Terraneans. She has saved the day on many occasions.

As with most undersea people Marina is aquaphibious and can breath both in air and water, and this attribute has been useful on many occasions. When not accompanying Troy and 'Phones on a mission, Marina likes to paint and still loves music. She is taking piano lessons from Atlanta and loves to learn all about the world above water. Also, despite the fact that she cannot speak for fear of the consequences, she is an expert at sign language which she uses to great effect, especially when communicating with her father who she visits as often as possible.

Despite the fact that Atlanta is her rival for Troy Tempest's affections (she loves Troy deeply) they are the best of friends and are together constantly. Marina has green hair and green eyes.

Atlanta Shore

Auburn haired, brown eyed Lieutenant Atlanta Shore is the daughter of Marineville's Commander. She was born on May 1st 2042 in California, although, on her mother's side, she has some Scottish

ancestry.

After living in Marineville from an early age (6) it was natural for Atlanta to be interested in the sea and she always wanted to be part of the set-up at Marineville. She attended the Marineville schools where she picked up numerous qualifications, then went on to the World Navy Academy in San Diego to train for the Submarine Service. It was then that tragedy struck the Shore family, Atlanta's mother Elaine dying of a heart attack at the early age of 40.

Atlanta moved back to Marineville to be near her father, who by this time was the top aquanaut at the base. She studied at night school and by correspondence course to attain administrative qualifications. Then disaster struck a second time as her father Sam was crippled whilst on duty. After these setbacks a lesser woman would have given up, but not Atlanta. Her mettle showed as she took on the task of nursing her father and running the household as well as her other duties. Two years later the WASPs became separate from the World Navy and Sam Shore was promoted and put in charge of Marineville. A year later Atlanta, now a lieutenant, qualified to become assistant controller of Marineville. So, with a family firm, as it were, holding the reins, the WASPs went from strength to strength.

Atlanta had been in the company of a dashing aquanaut called Troy Tempest for some months when he became captain of Stingray. This added responsibility reduced his leisure time, but with 'Phones and later Marina he still managed to spend lots of time with Atlanta and the quartet became almost inseparable.

Atlanta's love of music is shown by the piano in the Shore lounge and tape machine in the kitchen. She is also fond of cooking and her kitchen is the ultimate in hi-tech culinary hardware.

She still hopes that one day Troy will pop the question, but realises that Marina's charms also attract him.

Samuel Arthur Shore

September 27th, 2015 saw the birth in Kansas of Samuel Arthur Shore. Kansas is a long way from the sea, but stories of life on the ocean waves captivated the youngster and, when he was 14, Sam ran away to sea. He lied about his age, joining the World Navy and working his way through the ranks to become captain of a W.S.P. patrol guard sub.

In 2040 Sam met Elaine McDonald. Within a year they had married and a year later their daughter, Atlanta, was born.

Sam transferred into the Submarine Service and in 2048 moved with his family



into the newly completed Marineville complex. Ten years later he had become Marineville's top aquanaut and was at the peak of his active career when Elaine suffered a heart attack whilst he was on patrol. Sadly she died before he could get back. Sam withdrew into himself and buried himself in his work. However, he did not, as he had never done in the past, neglect his daughter, who was the foremost thing in his life. Whilst Atlanta was busy with her studies he was able to take on more work.

His 'in-the-field' career came to an abrupt end in April 2060 when, whilst ramming a hostile underwater craft, he was crippled and subsequently confined to a hoverchair. Due to his gallantry and self-sacrifice, he was promoted to Commander on his recovery and named as Commander-in-Chief of Marineville to act as controller of the WASPs, now a force in their own right. As with all other challenges he met this one head-on with a determination to make the WASPs the best body of men and women in the world, and with his daughter by his side he couldn't fail.

His gruff-looking (grey hair and steel-blue eyes) exterior belies his caring nature (especially where Atlanta is concerned) and he looks upon the Stingray crew and young Lieutenant Fisher as his family.

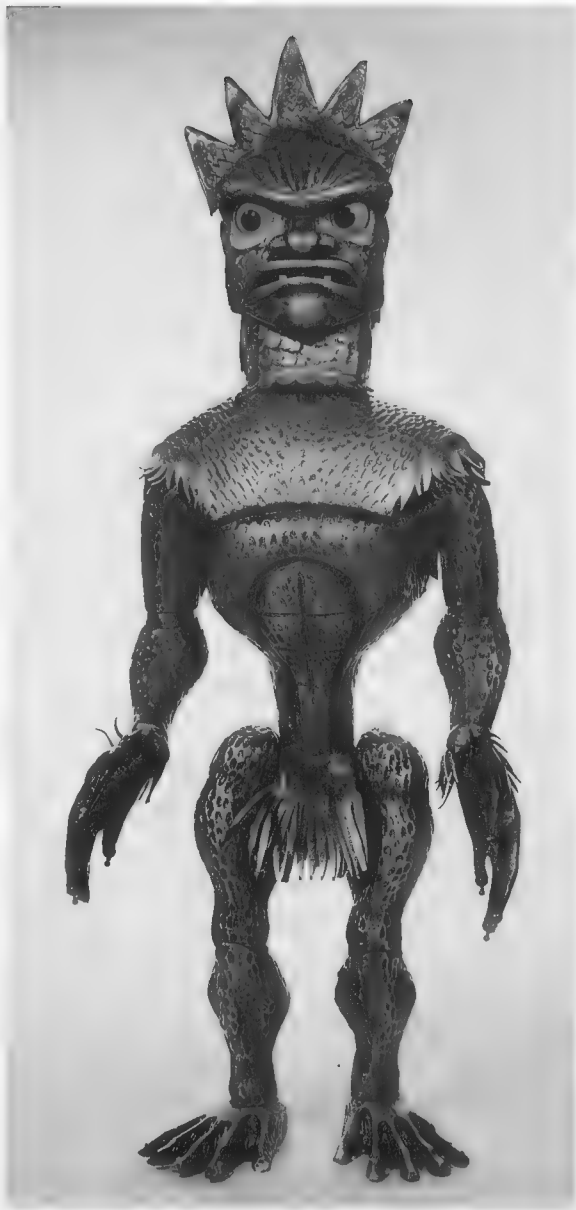
Off duty he likes to relax with a good cigar and play poker with Troy and Phones. He also likes to argue with his friend from Naval College days Admiral Jack Denver.

John Horatio Fisher

Sub-lieutenant John Horatio Fisher was born in Oregon on January 25th, 2043. His father was a farmer and was saddened when the young Fisher showed no interest in farming. In fact, Fisher's earliest memory is of his father taking him to a museum where he saw a submarine, and it was then he decided he wanted to become an aquanaut. Usually the desire to become a certain type of person, e.g. an engine driver, pales as the years go on, but this was not the case with John Horatio Fisher (his middle name was given to him by his father who had served in the Navy and had always admired Admiral Horatio Nelson).

John became a cadet in the World Navy and after a distinguished period he joined the staff at Marineville as relief controller. He is competent at his job but tends to be over-enthusiastic and impulsive, two traits which constantly annoy Commander Shore.

He has been training for submarine duty for two years and during 2065 he passed a course in Submarine Command despite sabotage by Titan's agent and having to be rescued by Troy Tempest. Fisher has a fierce streak of determination which tends to see him through crises, and he usually gets away with taking chances. Apart from working hard, Fisher



Know your enemy—an Aquaphibian!



Titan

always plays hard. He has a love of speed and enjoys fast cars and water sports. His greatest wish is to be Captain of Stingray—but not just yet.

Titan

The undersea city of Hydroma was the birthplace on December 14th, 1835 (Terrainean calendar) of the principal villain of the Stingray series - the mighty Titan.

In the marine year 1072 Titan had been studying the effects of the atomic explosions on the surface for 2 years and he foresaw disaster for the city, the existence of which was unknown to the Terraineans. He pleaded with Hydroma's ruling council for them to make their existence known so that the nuclear tests could be stopped. They refused, saying that they could not trust the surface dwellers. Titan left the city—a lucky move—as he had only travelled two marine miles when a surface explosion caused the complete destruction of his home.

There and then Titan swore revenge on the Terraineans. For five years he travelled the Pacific Ocean mapping and charting cities and civilisations. In Marine Year 1078 his vessel was attacked by a giant squid. Titan destroyed it, and was immediately surrounded by Aquaphibians who, in gratitude for Titan having killed the squid (it had been a menace for years) proclaimed him their king.

Titan and his followers travelled to the ruins of Hydroma and there built his new city—Titanica. A few years later, needing a surface agent to further his schemes against the above-water world he recruited a young scientist and engineer, whom he code-named X-20, to help him.

Over the next hundred years Titan conquered many undersea races and

almost completely destroyed Pacifica, home of the most peaceful undersea race. He captured the Emperor's daughter, Marina, as his personal slave and cursed Marina and her father Aphony into silence. Marina was subsequently rescued by the Stingray crew, an incident causing Titan to redouble his efforts to conquer the land masses.

Still a scientist at heart, Titan experiments with undersea plants and plots against Marineville and the surface dwellers night and day.

X-20

April Fool's Day (1st April) 1958 (Terrainean Calendar) saw the birth in the underwater city of Khazu of the person who was to become Titan's surface agent. As a child he was bullied mercilessly by the other children as he appeared small and cowardly. He was academically inclined, however, and became a scientist, specialising in electronics.

Khazu was attacked and conquered by Titan and his Aquaphibians and Artura (X-20's original name) offered his services to Titan, confirming his reputation for cowardice. He would work for Titan in any capacity in exchange for his life. Titan had more than enough scientists, but he did need someone on the surface to act as his agent and spy. Artura agreed and took on the new identity of X-20.

He is a master of disguise and a talented actor, attributes which came in useful when trying to blend in with the surface dwellers. He took up residence in a run down house on the island of Lemoy which just happens to be on the main route in and out of Marineville. Installed within the house behind secret panels is the last word in communications and spy technology, waiting to swing into action at the touch of a button.

Despite his many failures X-20 is extremely intelligent and shrewd, but suffers from very bad luck. He is loyal to a fault and jumps to every command that comes from the mouth of Titan. This is due to the fear instilled in him by the pure evil surrounding his master. X-20 has little leisure time (Titan sees to that), but he likes to relax by playing the piano and organ.

Other Characters

Admiral Jack Denver

Denver is President of the Undersea Research Programme. He is Commander Shore's oldest friend, in fact since Naval college (although you would hardly believe it as they tend to argue each time they meet!). He is a great lover of sea-faring tales of the past and owns a vast collection of films and books dealing with the history of sea-travel. Very opinionated, he will argue at the drop of a hat and will never admit to being in the wrong - a trait which of course clashes with Commander Shore's identical personality - hence the arguments.

El Hudat and Ali Khali

Identical twin brothers, one of whom (El Hudat) is president of Hudevatia until the other (Ali Khali) overthrows him. Later, a counter revolution restores El Hudat to power. Extremely obese and rude, they both end up in the Marineville jail.

Oink

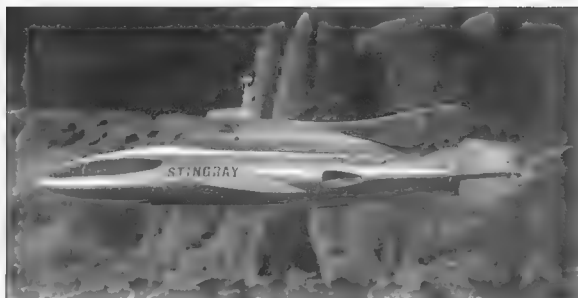
Marina's pet seal. He saved Stingray from destruction when he bravely disposed of a sticker bomb that had been attached to the super-sub.

Stingray

Undoubtedly the star of the series, eclipsing even the heroic Troy Tempest himself, is the sleek submarine Stingray. It is 65 feet long and 20 feet wide and is highly advanced even by 21st century standards. Stingray was originally designed as an underwater exploration craft, being able to remain submerged for up to 6 months at a time.

Development began in the 2040's and through two earlier prototypes. Stingray Mk. 3 was launched in 2063 and entered service in 2064. It is constructed of Cahelium Extract X4—a metal first developed by Homer Newton III (better known as Brains) in the 2020's. The craft's speed is measured in Rates. Rate One is 100 knots and Rate Six 600 knots, making Stingray by far the fastest craft in the water.

Stingray is powered by an atomic generator situated at which directly drives the twin motors of the Drumman - WASP



hydrojet. In place of the standard propeller, propulsion is via the Ratemaster assembly which features a contra-rotating antitorque eddy damper which also provides stability in the water. To further assist steering and stability there are enlarged hydroplanes and stabilising fins half-way along the craft with integrated booster units. There are also 2 dorsal fins to enhance streamlining just aft of the conning tower. The strengthened cabin features all-round windows for maximum visibility. From the outside these appear transparent, but from within they are opaque. The reason for this is as follows: At great depths there is little light and transparent portholes are mainly redundant, therefore Stingray's feature advanced electronics. The forward windows present a computer-enhanced image of what is in front of Stingray from information gathered by the sensor array at the prow of the sub. The other windows appear green as this is the most restful colour to humans and cuts down on stress whilst the crew is on duty. A switch at the side of each window cuts off the green image enabling the crew to see out.

At the front of the submarine are two openings, one to port and one to starboard. These serve two purposes:

1. they are the launching tubes for the Aquastings or Sting missiles and
2. they house retractable lights to provide further illumination at great depths.

Slightly behind the stabilising fins are two domes, one on each side of the craft. These 'bubbles' are the aquasprites - mini one-man submarines - more about which later. The submarine's exterior colours are blue, yellow and silver, making the craft a striking sight.

STINGRAY INTERIOR

Inside, Stingray is a self-contained area able to support the crew for a period of up to six months. There is a forward sensor array located at the prow next to the forward trim tanks. This provides the information for the computer-enhanced image in the windows and for steering when the craft is on Automatic Bosun.

Other information collected by this instrument supplies the hydrophones soundings which are fed to the Hydrophones Operator's headset and the Sound Equipment Bank situated in the Control Cabin.

Separate to the cabin are the Sting missile bays—the full complement is 16, 8 on each side. These are located behind the launch tubes/searchlights. In between is the Monocooper hold, next to the Electronics and Maintenance Bay. Above this is the Monocooper exit hatch. Through this hatch not only pass the Monocoopers, but also the crew when having to perform any extra-vehicular activity.

Adjacent to this airlock area are the pressurised air-from-water extractors. These take in water and process it to make air for the crew and feed the oxygen bottles. There is also an Air Recycling Plant. The air from the water extractors cannot be used at great depth as they can cause damage due to pressure, so when Stingray is more than 5000 feet below the surface the extractors are shut down and air is then recycled.

Directly beneath the Control Cabin is the Auxiliary Engine Room, the main one being amidships just behind the Lower Deck Wardroom. Two further sets of Trintanks (One midships and one aft) are separated by a heat dissipation unit and access to the Aquasprites.

At the very rear of the craft is the Atomic Generator and Powerplant.

The Control Cabin, despite its size, gives the impression of spaciousness. Entrance is easily gained through the Conning Tower via the Injection Tubes. The Periscope has a video camera attached to make up the S.V.S. (Surface Video Scan), and as the arm would interfere with the entry of the crew, this swings back when not in use.

Stingray's Captain occupies the port seat at the control console and the starboard seat is the domain of the Hydrophones Operator. In front of them, in a half-moon arrangement are the controls, steering column and visual data systems, connected to the main computer which is to the front and slightly below.

Against the bulkhead behind the Captain's Chair is the Sound Equipment

Bank. This is used by the Hydrophones Operator when more information on any sounding he picks up is needed. The main radio is also situated here, although there is a radio in the forward instrument deck. To the aft of this is the Standby Lounge, with the Navigation Computer and Library. Here the crew can relax for a time when on a long patrol. Everything is here to provide relaxation—books, tapes and seating. There is a door which leads to the topside emergency exit hatch situated between the two dorsal fins.

Steps just behind the command seats lead down to the Lower-deck Wardroom. Here is situated the galley, sleeping quarters for the crew, and through here access can be gained to the maintenance areas. No space is wasted yet there is no question of any aspect of the interior being cramped and it is obvious that Stingray was designed to be user friendly.

The figure 3 on Stingray's dorsal fins denotes that it is the 3rd craft of its type and is also the vessel's pen number (Marineville Bay).

In later years more of these craft were built with Stingray being the class ship. Other craft in the Stingray class were: Spearfish, Barracuda, Moray and Thornback



Oops! Sorry Troy!

CENTURY 21

In the concluding part of our Stingray Guide:

Marineville, Uniforms, Defence Systems etc

DON'T MISS IT

First, the confusing bit. TERRAHAWKS was shot in two blocks of 26 episodes and 13, but shown in three blocks of 13 episodes. As usual, screening order bares little relation to production order, meaning that episodes from the second production block were shown during the third broadcast block and vice versa, and two first block episodes, GOLD and SPACE SAMURI, were originally shown as the last two episodes of the third broadcast block. To confuse matters even further I have been unable to unearth the production order of the second production block.

What all this mayhem means in terms of the all-series guide is that the first production block is presented in production order, and the second in broadcast order. This throws up few anomalies, for instance although GOLD was the third episode shot, THUNDER ROAR follows directly on from EXPECT THE UNEXPECTED part 2. Similarly, although TWO FOR THE PRICE OF ONE follows directly on from MA'S MONSTERS and introduces Istar (or Birlego, or Goybird, depending on his / her mood or the time of day), three episodes (COLD FINGER, SPACE GIANT and CRY UFO) were shot during the second production block and shown during the second (rather than third) broadcast block and do not feature the character. I have, however, been able to confirm that OPERATION ZERO was the last episode of all to be shot, during July 1984, which is appropriate since in most areas of Britain that was the last episode of that production block to be shown. If you're still with me, let's begin...

THE EPISODES

Note: All but three episodes of TERRAHAWKS were written under pseudonyms, the two parts of EXPECT THE UNEXPECTED and THE MIDAS TOUCH. The vast majority of the remaining episodes were written by Anderson veteran TONY BARWICK, but a couple were written by DONALD JAMES. As an educated guess, I'd say that James wrote FROM HERE TO INFINITY, since Barwick seems to have been sticking with the Cubby Dreistein name at that stage and the name Katz Stein graces the episode. Other theories on the subject are welcomed.

1. EXPECT THE UNEXPECTED PART 1 W. GERRY ANDERSON / D. ALAN PATTILLO

Zelda's warfleet destroys the unarmed NASA geological base on Mars in order to use the planet as a stepping stone towards the



By Ian Fryer

domination of Earth. Spacehawk tracks an unseen energy source to Thailand, where a miniaturised craft reveals itself as an enormous battleship. After a battle, Zelda kidnaps Ninestein using her matter transporting abilities. Tiger orders Hiro to blast Zelda's ship, with himself still inside.

2. EXPECT THE UNEXPECTED PART 2 GERRY ANDERSON / D. ALAN PATTILLO

The martian ship explodes, and Tiger is instantly transported back to Earth. As the Terrahawks celebrate their victory, Zelda returns, this time, she claims in peace. As a sign of good faith, she uses her powers to create a road. As Tiger tests the road, taking Mary for a spin in HUDSON, they are ambushed by cubes who envelop them in a force field.

3. GOLD W. CUBBY DREISTEIN / D. DESMOND SAUNDERS

A huge meteorite is heading for New York. Hawking is sent to blast it, but can only divert it so that it crashes in the desert. Zero and 21 investigate and Zelda uses her powers to convince the zerooids that the golden meteorite is the human's God. Once it is sent to Hawknest it is revealed as a bomb which sticks to Ninestein's hand. Tiger is killed, but a 'new' Ninestein is only 24 hours away.

4. THUNDER ROAR W. CUBBY DREISTEIN / D. ALAN PATTILLO

Zelda thaws Lord Sram out of cryogenic storage, sending him to Earth in a ZEAF. The power of his roar is so great that it knocks Spacehawks out of orbit and almost causes Hawking to crash. The ZEAF is forced to crash-land and Sram is mortally injured, but Tiger is put in grave danger when he goes in to investigate.

5. CLOSE CALL W. CUBBY DREISTEIN / D. DESMOND SAUNDERS

A TV reporter discovers the existence of the Terrahawks. Zelda takes him over and gets him on board the Supply Overlander, which he uses to attempt to ram the Battleship. As Zelda hoped, he is taken to Hawknest, but what is Tiger to do with a prisoner who is a household face on World TV?

6. FROM HERE TO INFINITY W. KATZ STEIN / D. ALAN PATTILLO

Space Probe Alpha, launched in 1999, unexpectedly returns to Earth orbit. Colonel Johnson convinces Terrahawks to retrieve the probe to prevent it's atomic engines from

SCREENING ORDER

(Broadcast details as per Central, and most other ITV regions, as compiled by Andrew Pixley in S.I.G. #16)

SERIES ONE

EXPECT THE UNEXPECTED PT 1	T/X 08.10.83
EXPECT THE UNEXPECTED PT 2	T/X 15.10.88
THUNDER ROAR	T/X 22.10.83
HAPPY MADEADAY	T/X 29.10.83
THE UGLIEST MONSTER OF ALL	T/X 05.11.83
CLOSE CALL	T/X 12.11.83
THE GUN	T/X 19.11.83
GUNFIGHT AT OAKY'S CORRAL	T/X 26.11.83
THUNDER PATH	T/X 03.12.83
FROM HERE TO INFINITY	T/X 10.12.83
MIND MONSTER	T/X 17.12.83
A CHRISTMAS MIRACLE	T/X 14.12.83
TO CATCH A TIGER	T/X 31.12.83

SERIES TWO

TEN TOP POP	T/X 30.09.84
PLAY IT AGAIN, SRAM	T/X 14.10.84
THE ULTIMATE MENACE	T/X 21.10.84
MIDNIGHT BLUE	T/X 28.10.84
MY KINGDOM FOR A ZEAF	T/X 04.11.84
ZERO'S FINEST HOUR	T/X 11.11.84
COLD FINGER	T/X 18.11.84
UNSEEN MENACE	T/X 25.11.84
SPACE GIANT	T/X 09.12.84
CRY UFO	T/X 16.12.84
THE MIDAS TOUCH	T/X 23.12.84
MA'S MONSTERS	T/X 30.12.84

SERIES THREE

TWO FOR THE PRICE OF ONE	T/X 03.05.86
FIRST STRIKE	T/X 10.05.86
TERRATOMB	T/X 17.05.86
SPACE CYCLOPS	T/X 24.05.86
DOPPELGANGER	T/X 31.05.86
CHILD'S PLAY	T/X 07.06.86
JOLLY ROGER ONE	T/X 14.06.86
RUNAWAY	T/X 21.06.86
SPACE SAMURI	T/X 28.06.86
TIME WARP	T/X 05.07.86
OPERATION ZERO	T/X 12.07.86
THE SPORILLA	T/X 19.07.86
GOLD	T/X 26.07.86

exploding in re-entry and contaminating Earth's atmosphere. A recovery craft is sent out, but Sgt. Major Zero is suspicious and checks inside the probe...

7. SPACE SAMURI W. CUBBY DREISTEIN / D. DESMOND SAUNDERS

A strange oriental style space ship, the Ishimo, attacks Spacehawk. It is controlled by Tamura,

PRODUCTION ORDER 1st BLOCK

1. EXPECT THE UNEXPECTED PT 1
2. EXPECT THE UNEXPECTED PT 2
3. GOLD
4. THUNDER—ROAR
5. CLOSE CALL
6. FROM HERE TO INFINITY
7. SPACE SAMURI
8. THE SPORILLA
9. HAPPY MADEADAY
10. GUNFIGHT AT OAKY'S CORRAL
11. THE UGLIEST MONSTER OF ALL
12. THE GUN
13. THUNDER PATH
14. MIND MONSTER
15. TO CATCH A TIGER
16. THE MIDAS TOUCH
17. OPERATION S.A.S.
18. TEN TOP POP
19. UNSEEN MENACE
20. CHRISTMAS MIRACLE
21. MIDNIGHT BLUE
22. PLAY IT AGAIN, SRAM
23. MY KINGDOM FOR A ZEAF
24. ZERO'S FINEST HOUR
25. THE ULTIMATE MENACE
26. MA'S MONSTERS



Ninestein and Mary in the Hudson set. Photo © Howard Davies.

a Space Samurai who is helping Zelda in the interests of peace. He arranges talks between Zelda and Ninestein on a neutral asteroid. It is a trap, and Tamura helps Tiger fight his way out, leaving the field ready for a battle of minds between Zelda and Tamura for control of the Ishimo.

8. THE SPORILLA

W. LEO PARDSTEIN / D. TONY BELL

Zelda releases a Sporilla from cryogenic storage—a terrifying unstoppable monster which she has put under electronic control. She then sets a trap for the Terrahawks on their unmanned tracking station on Callisto, where the Sporilla lies in wait for them. Zelda, however, has failed to take into account the Sporilla's desire for freedom.

9. HAPPY MADEDAY

W. KIT TENSTEIN / D. TONY LENNY

Zelda's ally MOID, master of infinite disguise, takes over the identities of first Tiger, then Hiro. Taking control of Spacehawk, Earth's defences are at his mercy. Space Sergeant 101 knows that something is wrong, but zroids are programmed to obey human commands. What is a poor zroid to do?

10. GUNFIGHT AT OAKY'S CORRAL

W. T. I. GERSTEIN / D. TONY BELL

After a desert battle between zroids and cubes, old Sam Oaky finds a badly damaged cube. Zelda uses the cube to take over Sam while Tiger uses HUDSON to search incognito for the missing cube. Holding Sam hostage, Zelda invites Tiger to a duel to the death, while the Sheriff of Badwater County wants to bust him for speeding!

11. THE UGLIEST MONSTER OF THEM ALL

W. P. U. MASTEIN / D. TONY LENNY

Zelda thaws out Yuri from storage, an ugly monstrosity to her kind, but a cute teddy bear to humans. When sent to Earth in a space capsule, the Terrahawks discover that he has

a more destructive power in his arsenal than mere charm; he can bend any metal via telekinesis.

12. THE GUN

W. KOO GARSTEIN / D. TONY BELL

Yungstar invents a method of channelling power through cubes to form an enormously powerful gun. When Zelda smuggles them to Earth on board an unmanned ore transporter the new Richardson Dam is threatened. Kate is called in to lure the construction workers out of the danger area.

13. THUNDER PATH

W. EFFIE LINESTEIN / D. TONY LENNY

Lord Sram returns and Zelda uses her power over matter to transport him to Earth. Once there he takes control of the Terrahawks supply Overlander and heads for a collision course with Santa Verona shale refinery. 100 million gallons of high octane aviation fuel will go up in flames unless the Terrahawks act quickly.

14. MIND MONSTER

W. TOM KATSTEIN / D. TONY BELL

When an empty box is retrieved from space by Hiro, a terrifying power is let loose on Spacehawk and in Hawknest. The most terrifying monsters the Terrahawks can imagine are made reality, including Sram, MOID and the sporilla, leaving Earth's defences in chaos.

15. TO CATCH A TIGER

W. CLAUDE BACKSTEIN / D. TONY LENNY

When two men, Gole and Davis, take a detour to Mars to prospect for gold their oil freighter is shot down. Zelda finds that she can use the two tethered goats to catch a Tiger. With Zelda in control of two hostages, Ninestein has a dilemma on his hands

16. THE MIDAS TOUCH

W. TREVOR LANSDOWN & TONY BARWICK / D. ALAN PATTILLO

While monitoring Earth radio signals with his device, the ferret, Yungstar discovers that a weather satellite is really an orbiting Fort Knox, carrying 85% of the world's gold reserves. Zelda plots to destroy it using The Krell, a huge burrowing creature which can fire destructive beams of light.

17. OPERATION S.A.S.

W. TOM ANGERISTEIN / D. TONY LENNY

John S. Franklin, the World President, is orbiting the Earth in a space shuttle. The security operation for this vote winning exercise causes a gap in the Terrahawks defences. Yungstar and Yuri the Space Bear travel to Earth and kidnap Kate Kestrel and Stew Dapples in order to find out the location of the Hawknest.

18. TEN TOP POP

W. L. INKSTEIN / D. TONY BELL

Zelda broadcasts to Earth, but can only be heard by a person wearing headphones-like Stew Dapples for instance. Stew becomes hypnotised and kidnaps Kate Kestrel, but Zelda makes the mistake of sending Yungstar to Earth to collect them, with disastrous results.

19. UNSEEN MENACE

W. FELIX STEIN / D. TONY BELL

MOID unveils his most brilliant disguise yet—the invisible man! Zelda sends him to Earth in a ZEAP. He is shot down, but uses his cloak of invisibility to follow Kate Kestrel and eventually get into Hawknest itself.

20. CHRISTMAS MIRACLE

W. KATE NOWEISTEIN / D. TONY LENNY

It's Christmas Eve, and Tiger spoils the Terrahawks party by launching the big attack on Mars, when Zelda would least expect it. Unfortunately, Zelda has had the same idea and

CREDITS

FIRST PRODUCTION BLOCK

PRODUCED By GERRY ANDERSON and CHRISTOPHER BURR
SERIES CREATOR GERRY ANDERSON
ASSOCIATE PRODUCER BOB BELL
PRODUCTION MANAGER DONALD TOMS (EPs 1-9)
DEREK WHITEHURST (EPs 10-26)
SPECIAL EFFECTS DIRECTOR STEVEN BEGG
ART DIRECTOR GARY TOMKINS
PROPERTY MASTER PETER HOLMES
FIRST ASSISTANT DIRECTOR DEREK WHITEHURST (EPs 1-9)
BERNARD HANSON (EPs 10-26)
LIGHTING CAMERAMEN HARRY OAKES B.S.C. (EFFECTS UNIT)
PADDY SEALE (PUPPET UNIT)
SUPERVISING EDITOR ALAN KILLICK
CAMERA OPERATORS E. MICHAEL ANDERSON, DAVID LAWRENCE (EPs 1-18) (20-26)
BRIAN ELLIS, DAVID LAWRENCE (EPs 19)
FOCUS JONATHAN EARP, FIONA CUNNINGHAM-REID (EPs 1-5)
JONATHAN EARP, NICK WILSON (EPs 6-8)
JONATHAN EARP, ALAN GATWARD (EPs 9, 10, 19)
JONATHAN EARP, BRIAN ELLIS (EPs 10-18, 20-26)
SPECIAL EFFECTS SUPERVISOR MALCOLM KING
SPECIAL EFFECTS TECHNICIANS GUS RAMSDEN, PETER FARR, ROSS KING (EPs 1-13, 17)
ROSS KING, TERRY ADLAM (EPs 14-16, 13-26)
EDITOR ALAN KILLICK (EPs 1, 2, 5, 9, 11, 13, 15, 17, 20, 21, 23, 25, 26)
TONY LENNY (EPs 3, 4, 6)
TONY HUNT (EPs 8, 10, 12, 14, 16, 18, 19, 22, 24)
DUBBING EDITOR ALAN WILLIS (EPs 1, 2, 4-14)
BRIAN LINTERN (EPs 3, 16-26)
MAX HOSKINS (EP 15)
DIALOGUE EDITOR ROY HYDE (EPs 3, 16-26) **BRIAN LINTERN** (EPs 13-15)
VIDEO GAME & TITLES By KEVIN DAVIES
PRODUCTION ACCOUNTANT ERNIE SHEPHERD
HODI MODEL WORKSHOP NICK FINLAYSON
"HUDSON" DESIGNED & BUILT By SPACE MODELS LTD.
CHIEF PUPPETEER CHRISTINE GLANVILLE
PUPPET MAKER RICHARD GREGORY
ALIENS By SUSAN MOORE
PUPPETEERS JAN KENDALL, JUDY PREECE, ZENA RALPH, TINA WERTS
VOICE ARTISTS DENISE BRYER (ZELDA, MARY FALCONER)
WINDSOR DAVIES (SGT. MAJOR ZERO)
JEREMY HITCHEN ("TIGER" NINESTEIN, HIRO)
ANNE RIDLER (KATE KESTREL, CYSTAR)
BEN STEVENS (YUNGSTAR, HAWKEYE)
MOYA GRIFFITH (KATE'S SONGS)
MUSIC COMPOSED and PERFORMED By RICHARD HARVEY
MUSIC SOUND ENGINEER STEVEN RANCE
ADDITIONAL MUSIC COMPOSED By GERRY ANDERSON and CHRISTOPHER BURR
MUSIC PUBLISHED By TERRAHAWKS LTD
DIALOGUE RECORDING By ADAM FRANCIS (EPs 1-21)
RE-RECORDING TREVOR PYKE (EPs 1-14, 16-21) **IAN TURNER** (EP 15)
RECORDING and RE-RECORDING ADAM FRANCIS, ANDERBURR RECORDING STUDIO
 (EPs 22-26)

TERRAHAWKS FILMED at BRAY STUDIOS, ENGLAND

With ACKNOWLEDGEMENTS to
 LLOYD EVANS
 YOJI YAMAMOTO
 ROLLS-ROYCE MOTORS LTD
 PEARCE STUDIOS COMPUTER GRAPHICS

PRODUCED By ANDERSON BURR PICTURES
IN ASSOCIATION WITH
 LONDON WEEKEND TELEVISION

© ANDERSON BURR PICTURES
 MCMLXXXIII (EPs 1-21) MCMLXXXIV (EPs 22-26)

is planning a big attack on Earth at the same time. The stage is set for a battle royal, but all may not be quite as it seems.

21. MIDNIGHT BLUE
W. ANDRE LE CHATSTEIN /
D. TONY LENNY

Zelda develops a miniaturised ZEAF, which gets through the Terrahawks defences and land in the middle of New York City. Hawkwing must climb dangerously close to the edge of space in order to destroy the intruder, putting Kate and Hawkeye in deadly peril.

22. PLAY IT AGAIN, SRAM
W. B. O. GARTSTEIN / D. TONY BELL

Kate Kestrel wins the World Song Contest with S.O.S., qualifying her to represent the galaxy in the Interstellar Song Contest. Zelda objects and challenges the verdict on behalf of Mars. She chooses Sram as drummer in her band-a-performer who has been known to bring the house down!

23. MY KINGDOM FOR A ZEAF
W. SHEIK SPEARSTEIN / D. TONY LENNY

Zelda thaws out Lord Tempo, master of time, who travels to Earth an hour ago) with Yungstar. Tempo travels back in time to 1485, before Spacehawk was built, in order to safely land on Earth. There they meet King Richard III and take him back to the present day (or the future, if you like!).

24. ZERO'S FINEST HOUR
W. OTTO VON LOWESTEIN /
D. TONY BELL

Why would Zelda go to so much trouble to send Tiger flowers via the Overlander? With the Terrahawks personnel close to death due to a strange space pollen only Sgt. Major Zero and his men can save the day and repel a mass attack of cubes.

25. THE ULTIMATE MENACE
W. IVOR PURSTEIN / D. TONY LENNY

Ninestein and Zelda must declare a truce in order to defeat a common enemy, The Zylon, greatest menace in the universe. The Zylon is the ultimate computer, programmed to destroy all life forms, be they human or android. The only beings in the galaxy which are safe are zercoids

26. MA'S MONSTERS
W. RORY PETSTEIN / D. TONY BELL,
TONY LENNY

Zelda reviews her progress against the Terrahawks so far, and unveils her new cryogenic store containing more terrible monsters still. Meanwhile, Cystar tries to tell Zelda her big news she's going to have a baby! *Features footage from **THUNDER PATH, THE SPORILLA and OPERATION S.A.S.**

27. COLD FINGER
W. I. C. BERGSTEIN / D. TONY BELL

Zelda finds an ally in Cold Finger, master of ice. His first attack is repelled and Zelda leaves his icy ship in disgust. Cold Finger is determined that his plan will succeed, however. He means to put Earth in the grip of another ice age with a flotilla of 10 space bergs.

28. SPACE GIANT
W. MANNY PHEAKSTEIN /
D. TONY LENNY

Two titanium miners on Zeta four trap and bring to Earth a Sporilla. When The Great Alonzo buys it for his circus the Terrahawks are called in. Cruelly mistreated by Alonzo, Zelda causes the Sporilla to grow to an enormous size and strength with devastating results.

29. CRY UFO
W. EWAN ISTEIN / D. TONY BELL

Stew Dapples is such an odd, Walter Mitty type character that nobody believes him when he claims to have seen a UFO. Nobody, that is,

CREDITS

SECOND PRODUCTION BLOCK

PRODUCED BY GERRY ANDERSON AND CHRISTOPHER BURR
SERIES CREATOR GERRY ANDERSON
ASSOCIATE PRODUCER BOB BELL
SPECIAL EFFECTS DIRECTOR STEVEN BEGG
ART DIRECTOR GARY TOMKINS
LIGHTING CAMERAMAN HARRY OAKES B.S.C. (EFFECTS UNIT)
PADDY SEALE (PUPPET UNIT)
SUPERVISING EDITOR ALAN KILLICK
CAMERA OPERATORS E. MICHAEL ANDERSON, DAVID LAWRENCE
FOCUS LEE MANDERS, BRIAN ELLIS (Eps. 1, 13)
PAUL CAVE, BRIAN ELLIS (Eps 2, 3, 7, 12)
JONATHAN EARP, BRIAN ELLIS (Eps 4-6, 8-11)
PYROTECHNICS SUPERVISOR MALCOLM KING
SPECIAL EFFECTS TECHNICIAN TERRY ADLAM
EDITOR TONY HUNT (Eps 1, 3, 6, 9-12)
ALAN KILLICK (Eps 2, 4, 5, 7, 8, 13)
DUBBING EDITOR BRIAN LINTERN
FIRST ASSISTANT DIRECTOR BERNARD HANSUN
HEAD OF DEPT. MODEL WORKSHOP SIMON DEERING
"HUDSON" DESIGNED AND BUILT BY SPACE MODELS LTD
CHIEF PUPPETEER CHRISTINE GLANVILLE
PUPPET MAKER RICHARD GREGORY
ALIENS By SUSAN MOORE
PUPPETEERS JAN KENDALL, JUDY PREECE, TINA WERTS
WARDROBE ZENA RELPH
VOICES DENISE BRYER (ZELDA, MARY FALCONER)
WINDSOR DAVIES (SGT. MAJOR ZERO)
JEMMY HITCHEN (TIGER NINSTEIN, HIRO)
ANNE RIDLER (KATE KESTREL, CYSTAR)
BEN STEVENS (YUNGSTAR, HAWKEYE)
MOYA GRIFFITHS (KATE'S SONGS)
MUSIC COMPOSED AND PERFORMED BY RICHARD HARVEY
MUSIC SOUND ENGINEER STEVEN RANCE
ADDITIONAL MUSIC COMPOSED BY GERRY ANDERSON AND CHRISTOPHER BURR
MUSIC PUBLISHED BY TERRAHAWKS LTD.
DIALOGUE RECORDING & RE-RECORDING STEWART EALES (Eps 1, 2, 12, 13)
ADAM FRANCIS & STEWART EALES (Eps 3-11), ANDERBURR STUDIOS, BRAY
WITH ACKNOWLEDGEMENTS TO
LLOYD EVANS
ASATSU INC.
ROLLS-ROYCE MOTORS LTD
PEARCE STUDIOS COMPUTER GRAPHICS

TERRAHAWKS FILMED AT BRAY STUDIOS, ENGLAND.

PRODUCED BY ANDERSON BURR PICTURES
IN ASSOCIATION WITH
LONDON WEEKEND TELEVISION

© ANDERSON BURR PICTURES MCMLXXXIV

except Kate Kestrel, who Stew secretly idolizes.

30. TWO FOR THE PRICE OF ONE W. KAY ITSTEIN / D. TONY LENNY

Following on from MA'S MONSTERS, Cystar prepares to have her baby. Being an android, she can chose the child's sex, but can't decide what she wants. Meanwhile, Tiger plans a surprise attack on Mars to take advantage of heavy sun spot activity, using the Terrahawks new space tank.

31. FIRST STRIKE W. POLLY PHILLESTEIN / D. TONY LENNY

General 'Rip' Cord is put in charge of the Terrahawks over the head of Ninestein. He takes an enormous space carrier. Big White One, to Mars in order to end the fight once and for all. But does might really mean right against this kind of enemy.

32. TERRATOMB W. EDWARD E. BAIRTEIN / D. TONY BELL

Yungstar helps sneak Yuri the Space Bear onto Battle tank. He plants Isttar's Super Macro Bomb in the tank and uses his telekinetic

powers to seal Hawknest. If the bomb explodes Hawknest will be the Terrahawks tomb.

33. SPACE CYCLOPS W. LITA BEERSTEIN / D. TONY LENNY

Zelda sends some bait for the Terrahawks, a huge egg which grabs a NASA module and buries itself under the lunar surface. When the Terrahawks are sent in to investigate they are faced with a gigantic metallic monster which drains their electrical power.

34. DOPPELGÄNGER W. ALBERT ZWEIFSTEIN / D. TONY LENNY

Mystery for the Terrahawks when Isttar sends duplicates, as still as statues, of Yungstar and Cystar to a museum on Earth. When Mary investigates she and the whole Terrahawks organization are put in deadly danger.

35. CHILD'S PLAY W. SUE DONNYMSTEIN / D. TONY BELL

Isttar develops a powerful new version of TNT and sends a bomb down to Bad Water County as a warning. A second bomb is planted near a major oil pipe-line, but the set up is a booby trap for the Terrahawks.



Early Hudson concept by Steven Begg.

36. JOLLY ROGER ONE W. FRED BARESTEIN / D. TONY LENNY

Isttar finds radio recording and broadcasting equipment in the wreckage of the NASA Mars expedition base. Zelda uses it to set up a pirate radio station run by space mariner Captain Goat to lure Spacehawk into a space battle.

37. RUNAWAY W. FRANK INSTEIN / D. TONY BELL

Finally fed up with constant abuse, Yungstar runs away from home. Taking a ZEPH, he crash lands on Earth (in Bad Water County, no less). He is quickly captured, but Isttar has given Yungstar a tracking device in his food in the hope of revealing the location of Hawknest.

38. TIMEWARP W. MAJOR DAYSTEIN / D. TONY BELL

When Mary has a vivid dream of the destruction of the Terrahawks, it is all a plot by Lord Tempo to transmit a timewarp to Spacehawk. Tempo needs a carrier for the timewarp, but Mary's mind is too strong. Sgt. Major Zero, however, is a perfect subject...

39. OPERATION ZERO W. ANNE TEAKSTEIN / D. TONY LENNY

A malfunctioning Sgt. Major Zero is sent to the zerioid sick bay, where Dr. Kiljoy has to operate immediately. As the operation commences Zelda sends her entire force in for a mass attack on Hawknest. The brave, noble Sgt. Major gets off the operating table to help, but people are behaving very odd.

KATE'S SONGS Sung by Moya Griffiths

I'VE GOT THE POWER by Richard Myhill (Season 1, eps 2, 4, 12, 13 / Season 2, ep 8)

I'VE GOT THE POWER by Richard Myhill (Season 1, ep 11)

BE MY STAR TONIGHT by Richard Myhill (Season 1, ep 13 / Season 2, eps 1, 7, 10, 13)

IT'S SO EASY by Richard Myhill (Season 1, ep 14)

ELECTRA CITY by Richard Myhill (Season 1, eps 15, 20)

I WON'T LET YOU HOLD ME RESPONSIBLY by Richard Myhill (Season 1, ep 16 / Season 2, ep 9)

NEED YOU TONIGHT by David Clifton (Season 1, ep 17)

FASTER THAN THE SPEED OF LOVE by Richard Myhill (Season 1, ep 18 / Season 2, ep 5)

YOU'RE THE ONE by Vicky Watson (Season 1, ep 19)

I BELIEVE IN LOVE THIS CHRISTMAS by Richard Myhill (Season 1, ep 20) S.O.S. by Lionel Robinson and Harry Robinson

(Season 1, ep 21, 22 / Season 2, ep 3, 6)

FIGHTING FOR A PHONE BOX by Ray Russell (Season 1, ep 23 / Season 2, ep 2)

SILVER BLUE ROLLER by Tony Lyons and Gordon Reaney (Season 1, ep 24 / Season 2, ep 3)

LIVING IN THE 21st CENTURY by Lionel Robinson and Peter Lincoln (Season 1, ep 26 / Season 2, ep 11, 12)

DON'T TAKE MY HEART by Richard Myhill (Season 2, ep 4, 10) plus

ZELDA RAP by Adam Francis (Season 1, ep 22) Sung by Denise Bryer

CENTURY 21

The Secret Service Biographies

By Martin Hutchinson

When starting out researching for the biographical details of 'The Secret Service' characters we ran into quite a few problems; one of which is—"Who the hell knows anything about the show?"

We are all aware of its limited showing in the U.K. and the lack of supporting material and merchandise—this of course doesn't help matters. But what really throws the spanner in the works is that the information available has many inconsistencies.

The series was made in 1969 and much of the 'look' of the series matches fairly well with that date. The clothes, decor of the sets and such like, the main character—Fr. Unwin is supposed to be 57 years old (the 'real' Stanley Unwin was 58 at the time!) Now, if we take that date as 1969, Fr. Unwin was born in 1912 and would have been 27 when World War II broke out. Therefore, he would have been old enough to serve in the Forces (as a Padre).

In the comic 'Countdown' Issue 2, there is a strip story of "How It All Began" and there is mention of Unwin's record in occupied France a seeming reference to World War II. But the actual series refers to an 'Aquatic' for the World Army—according to info gleaned from 'TV 21' the World Government was set up finally in 2045. This then places SS after this date—but then a contradiction comes from the series itself. If there is a World Government—as must be surmised by mention of the World Army—why does Fr. Unwin work for British Intelligence? With the advent of WIN (World Intelligence Network) in the 1970-80's (from 'Joe 90') British Intelligence would be obsolete.

To confuse matters further, the 'hardware' used in the series is in the main not advanced enough for the 2045 date; yet it is too advanced for 1969.

Therefore a date somewhere between the two would seem the best bet. I shall discount the "Countdown" reference to 'occupied France' as the magazine was obviously dating it in 1971, (the date the magazine went out) and I'll write off the World Army reference as a 'continuity error' as the series can't be set too far in the future, so taking it all into consideration I would think 2015 to be a fairly good bet.

TV21 comes to the rescue, however, with WWII commencing in 1987. France and other European countries were occupied by Arab forces in 1988, the war ending in 1989. The U.N. then set up the World Army etc as ultimate peacekeepers. Therefore, the story of Fr. Unwin in occupied France must be referring to WWII.

Biographies of Main Characters

The ages of the main characters are as follows:

Fr. Stanley Unwin	- 57
Matthew Harding	- 28
The Bishop	- 52
Mrs Appleby	- 55
Agent Blake	- 41

1. Fr Unwin's date of birth is the same as the real Stanley Unwin (apart, of course, from the year).

2. Series set in 2015.

Name : FR. STANLEY UNWIN
Born : June 7th 1958,
Bristol, U.K.
Height : 5' 9"
Hair : Dark Brown/Grey
Eyes : Brown



After a happy childhood, young Stanley graduated from Bristol University with a degree in Humanities and immediately decided to follow a religious life.

He was ordained a Priest at 28 years of age and became the Padre to a British Air Force base. Whilst there he got an interest in teaching and often lectured the personnel of the base. He was approached by the Commanding Officer and he suggested intelligence work to the eager cleric. During this time he served with British Forces in World War III in occupied France.

After the war, Fr. Unwin was transferred to London for his training and excelled in all matters of intelligence showing great initiative and expertise in code-breaking.

Later, Fr. Unwin decided to retire to normal priestly life and was given the small country parish of Hazelmere in Kent and life was enjoyable but quiet. He became a trusted friend as well as vicar to all the parishioners.

He had been the vicar of Hazelmere for 12 years when he was bequeathed a book by Professor Wilhelm Humbert. This book contained 'The Minimiser' and from that day on life for the quiet intelligent country vicar was drastically changed.

When trying to baffle his adversaries Fr. Unwin often uses his own special brand of speaking. This was developed by him whilst at University as part of Bristol University's Rag Weeks. It proved so popular with the other students that he was often called upon to give speeches which developed his talent for making his Sermons at Mass.

Fr. Unwin can be classed a little eccentric—he is very old fashioned and has a collection of old 78 rpm records.

Name : MATTHEW HARDING

Born : May 20th 1987,
Southampton, U.K.
Height : 5' 12"
Hair : Sandy
Eyes : Brown



Matthew Harding is the agent placed with Fr. Unwin to carry out the missions ordered by The Bishop.

He joined MI5 after leaving Southampton Polytechnic with a Diploma in Physics and in his spare time was a Physical Training Instructor at a local sports centre—sports being one of his great loves. MI5 recognised in Matthew true agent's potential and he trained in weaponry and ballistics, explosives, martial arts, radio communications, swam for the county of Hampshire and almost made the 2004 Olympic squad.

He became an 'all-round' agent and distinguished himself in his assignments.

Whilst at Southampton Poly he joined an Amateur Dramatic Society and appeared in many productions, in view of the aspect of his background it is little wonder than he can change 'character' from the alert intelligent agent to the slow witted gardener with little difficulty.

Matthew has remained single by choice thinking that it would be unfair to have someone share his often hazardous life and in what little spare time he has, he tries to improve his gardening skills and of course keeps up his swimming. He is also an excellent mechanic and he made a superb job of bringing 'Gabriel'—Fr. Unwin's 1917 Model T Ford—up to scratch.

Name : DAVID FAIRWEATHER (THE BISHOP)
Born : September 14th 1963,
London, U.K.
Height : 5' 11"
Hair : Grey
Eyes : Blue



Little is known of Fairweather's childhood, he was orphaned when he was 3 years old and lived with his aunt and uncle in North London. They instilled in him the old-fashioned virtues of fair play and decency which remain with him.

He joined British Intelligence from Cambridge University where he gained degrees in History and English.

He rose through the ranks quickly and became a superb field operative (he went through a baptism of fire when his first field assignment was to reconnoitre in the Middle East in 1989 as a prelude to the assassination of the Butcher of Baghdad). However, he was shot on assignment in 2012 and was passed unfit for duty so he was given a desk job—he was only 3 years from the mandatory retirement age for field agents anyway.

Fairweather's administrative prowess was extraordinary and he re-vamped much of the bureaucracy that still remained in the intelligence service.

When the Prime Minister of the time—George Lomax—was confronted by Fr. Unwin and the Minimiser, it was decided to open a special branch of British Intelligence to mastermind the 'specialised' assignments that would be undertaken. Lomax had no hesitation in putting Fairweather in charge, he was given the code name—The Bishop. He managed to acquire the services of Matthew Harding to aid Fr. Unwin in those missions.

Fairweather—or as we should now call him—The Bishop—takes his job very seriously and often takes his work home with him. He is divorced—his ex-wife being unable to cope with his frequent absences from home while he was on active service. He has a small garden in which he grows the flowers for his lapels.

Name : MRS EMILY APPLEBY

Born : February 18th 1960,
Leamington Spa, U.K.
Height : 5' 5"
Hair : Grey
Eyes : Blue

Mrs Appleby is the housekeeper of Hazelmere Vicarage and has been for many years.

She has lived all her life in Hazelmere and has never had any thoughts of leaving the village. Her late husband, Arthur, was butler to Lord Hazelmere and it was when he died, in 2002 at the age of 50, that the 42 year old woman took on the role of housekeeper to the local vicar. She had been at the vicarage for just a year when Fr. Unwin arrived and Mrs Appleby became 'mother hen' to the eccentric vicar.

She is a simple trusting soul who prefers the quiet life and was originally disturbed by the change of routine that occurred when Matthew arrived, however, she soon accepted the situation and life quickly returned to normal—except now for the more frequent 'trips' that Fr. Unwin has to take with his new gardener.

Mrs Appleby has no hobbies apart from knitting and embroidery, she likes to devote most of her energy into keeping the Vicarage



The Minimiser.

epic and span and looking after Fr. Unwin and now Matthew.

Name: PAUL BLAKE
Born: December 31st 1974,
Winchester, U.K.
Height: 6' 1"
Hair: Black
Eyes: Blue

Agent Blake is The Bishop's right hand man appearing sporadically to help Fr. Unwin and Matthew 'in the field'. A product of a Grammar School education, he initially joined the Intelligence Service as an office

boy but he learned quickly and, despite the fact that he hadn't had further education, he gained promotion after promotion and became one of the top agents in British Intelligence.

He married in 2001 and he and his wife, Janet, have three children, two boys and a girl and live in Windsor.

When David Fairweather became The Bishop, he immediately asked for Blake to be his second-in-command. Unfortunately due to severe financial constraints in British Intelligence, he was unable to have him full-time, which is the reason why Blake is seldom seen helping out.

When off-duty, Blake is a keen reader and especially loves science-fiction. He even writes stories and has had two books of short sci-fi stories published under the pseudonym Adam Metcalfe.

CENTURY 21

BACK ISSUES

LOOK WHAT YOU'VE BEEN MISSING...

All back issues of Century 21 are still available at £2.95 each plus 85p postage and packing...

(Please send me (tick box(es) opposite)

I enclose £2.95 per issue plus 85p postage and packing for the first issue and 30p p.p. for each subsequent issue. (Century 21 is mailed to you in stiff-backed envelopes).

Total enclosed £.....

Send cheque or postal order, made out to Engale Marketing. (Please copy this order form out if you do not want to damage this magazine.)

OVERSEAS RATES PER SINGLE ISSUE:

Europe: £1.25 for first copy; £0.35 for each thereafter

USA/Canada: £2.75 for first copy; £1.20 thereafter

Australia/Japan: £3.00 for first copy; £1.35 thereafter

Name:

Address:

OVERSEAS SUBSCRIBERS

For two Issues:

Europe - £7.50;

USA - £9.95;

Japan / Australasia - £10.75

For four Issues:

Europe - £14.50;

USA - £19.50;

Japan / Australasia - £21.00

ENGALÉ
MARKETING

(Dept C21)

332, Lytham Road, Blackpool,
Lancashire, FY4 1DW.

- | | |
|-------------------------------------|--|
| <input type="checkbox"/> | ISSUE 1. Includes UFO episode guide; complete THUNDERBIRDS picture-strip: a visit to Century 21 studios; letter from Gerry; etc. |
| <input type="checkbox"/> | ISSUE 2. Includes UFO merchandise guide; interview with Ed. Bishop; Full size FAB 1 exclusive report and pictures; Complete CAPTAIN SCARLET picture-strip; etc. |
| <input checked="" type="checkbox"/> | ISSUE 3. Includes Angel Aircraft cutaway; Complete STINGRAY adventure; Interview with new FAB-1 modelmaker; PROTECTORS series guide; UFO merchandise part 2; inside TV 21, etc. |
| <input checked="" type="checkbox"/> | ISSUE 4. Includes THUNDERBIRDS 6 exclusive shots and story; Complete FIREBALL XLS adventure; Gerry Anderson interview part 1; spectrum helicopter cutaway; DLT an Ed Straker's car; etc. |
| <input type="checkbox"/> | ISSUE 5. Includes THUNDERBIRDS complete adventure; Skydiver exclusive model shot; Doppelganger colour exclusive; Space: 1999 interview; Gerry Anderson part 2; Cloudbase cutaway, etc. |
| <input type="checkbox"/> | ISSUE 6. Includes Gerry Anderson part 3; the man who built the THUNDERBIRDS plus Thunderbird 4 plans; Fab 1 shots and plans; Spectrum Soloon Car cutaway; Space 1999 series guide; Bob Bell interview; complete ZERO X adventure, etc. |
| <input checked="" type="checkbox"/> | ISSUE 7. THUNDERBIRDS SPECIAL! 8-page Thunderbirds Are Go Photobook; Gerry Anderson on the Thunderbird years, Dire Straits Thunderbirds video; Thunderbirds locations; model-maker interview; Space: 1999 year one; etc. |
| <input checked="" type="checkbox"/> | ISSUE 8. Includes THUNDERBIRDS fact file and special effects photographs; Martin Bower's models; live-action locations tracked down; Christine Glenville interviewed; Gerry Anderson, SPACE: 1999 year 2; Superswift blueprint, etc. |
| <input type="checkbox"/> | ISSUE 9. Includes SPACE: 1999 merchandise guide; Peter Holmes sets for Thunderbirds, etc.; Martin Bower builds new THUNDERBIRDS for the comic; Christine Glenville part 2, Gerry Anderson, Christopher Penfold part 1, Moon Buggy blueprint, etc. |
| <input type="checkbox"/> | ISSUE 10. Includes Derek Meddings - New major interview begins; Supercar Biographies, Martin Bower Stingray Models, G-Force Artwork, Christopher Penfold Part 2, 1999 Merchandise Frank Bellamy - The Masterworks, Christine Glenville etc. |
| <input type="checkbox"/> | ISSUE 11. Includes Fireball XLS - the all series encyclopedia, Into Infinity, Alan Fennell, Bob Bell Exclusive Artwork, More Meddings Magic, SPV Kit Conversion, John & Jean Taylor Interview and Neutron Transmissions, etc. |
| <input type="checkbox"/> | ISSUE 12. Includes Fireball XLS - the all series encyclopedia - Part 2, Tiny Tots - Zena Ralph's Wardrobe Wizardry, Alan Penfold, Unseen Terrahawks Artwork, Part 1 of the Anderson Chronology, Part 3 of the Medding Interview, Bob Bell Artwork etc. |

We are delighted to now offer U.K. readers a year's subscription of Century 21 with no charge for postage and packing. Previously £12.50 for four issues, your next subscription will cost you just £11.80 to have your favourite mag delivered to your door in a stiff-backed envelope hot from the press.

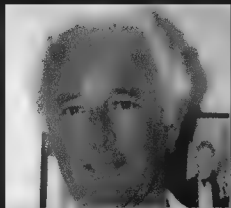
Now you've no excuse for missing a single issue...add your name to our subscription list today!

U.K. SUBSCRIBERS - HAVE WE GOT NEWS FOR YOU!...

Name:

Address:

I wish to subscribe: Send cheque or postal order, made out to Engale Marketing. (Please copy this order form out if you do not want to damage this magazine.)
I enclose a total of £:



The DEREK MEDDINGS

Story : Part Three



Inspiration for the design of some of the futuristic craft came to Century 21's special effects director Derek Meddings at the strangest of moments.

Following hot on the heels of Thunderbirds came Captain Scarlet and the Mysterons and the need for a whole new range of exciting vehicles. For instance, the design for the sleek Angel aircraft came to him during a trans-Atlantic flight with colleague art director Bob Bell. Reaching for a piece of paper and a pen, he scribbled his first outline for the fighter aircraft that went on to appear in some of the most exciting flight scenes from the Slough puppet studios. "It began with a doodle," he says recalling the five hour flight to New York. "Again, it was a case of thinking of something different, hence the wheels that appeared out of the end of the two wings." In the series, the craft would land on a ramp at the end of the Cloudbase aircraft carrier in the sky. This landing procedure became reality decades later, re-emerging during the Falklands campaign in the form of a ramp on the sea-borne aircraft carriers.

"I tend to log the ideas somewhere in my mind, knowing that I will come up with the idea and thinking about it continually. The same thing happens now if I am working on a film. I'll go to bed and lay there, thinking and thinking, until I get to a point where I can't go to sleep."

While the SPV concept belonged to Gerry Anderson, the detailed design was down to Derek. "This was another vehicle that could be filmed from any angle."

The Captain Scarlet series was a particular favourite for him. "I liked the new puppets with their heads made smaller but now in proportion with their bodies. They were very convincing miniature people, despite the fact that they still couldn't walk. The earlier puppets with larger heads may have been more appealing to the general public, but I felt we were moving closer towards live action. I haven't seen the series since it was made, but there is some great work in it."

Derek's first challenge came in the first episode. His script told him to follow a Spectrum Pursuit Vehicle down a spiral high-rise car park. "I thought 'How the hell am I going to do this? I can't get a camera that can circle the set and drop'. In the end, we revolved the tower and kept the SPV still, held by a wire over the back!"

Derek went on to work on the penultimate Supermarionation series Joe 90 and designed the seen star craft, Joe's Car.

Before the puppet studios closed down, the special effects team worked briefly on The Secret Service and finally Century 21's first live action series UFO. "My involvement remained the same, but the craft had now become even more sophisticated. Another of my favourite craft was the Skydiver submarine from this series and in particular Sky 1. It was a real chunky thing and was the nearest I got to making a craft look a bit meaty.

It wasn't a pretty looking thing but it flew well and looked good against the sky."

The UFOs themselves were 'flown' on wires with motors revolving a series of "paddles" stuck to the sides. "They were difficult to fly and got out of true. The bloody things used to wobble like hell and we'd spend hours trying to true them up again as they were so light and delicate. I didn't particularly like them but I didn't know what else to do for a design. So, we developed these rotating paddles that gave a flashing effect that confused the eye. They were split so that the top was made from Perspex and held by four wires and it was only the bottom section that revolved, it was the only way to keep it static. The motor inside was fixed to the top and spun the bottom.

"Flying them was a problem. The minute we tried to bank one of the models, the motor would stop running because the bottom and top parts were only held by a spindle and the weight on the bottom would lead it to come into contact with the top section."

Derek's assistant Mike Trim was responsible for a large percentage of the design of the tracked Shado mobile. "I remember, we really went to town building the settings for the vehicle, the woods, for which we used real Juniper trees."

UFO was developed from Gerry Anderson's first live action film Doppelganger, for which Derek staged a dramatic outdoor special effects sequence for the lift-off of a rocket that was reduced in size down to eight feet tall.

The launch pad set was built in the car park between the two special effects stages. At the time, there were no houses in close proximity and this gave the special effects technicians the opportunity to use the natural sky as a backdrop.

Disaster struck the team on the first day of shooting when the rocket caught fire and was badly damaged. Filming was taking place for the initial stage of the lift-off inside the studios. "We had to show a few seconds of the rockets igniting and blasting down a tunnel towards the viewer," explains Derek. "My instructions to Ian, one of the assistants, was to pull the rocket up when I shout 'Now!' and get it off the launch pad, or else it would catch fire. He was standing at the end of the tunnel and when the flame came towards him he froze."

Made from fibreglass, the rocket became engulfed in flames and in seconds the majority of it was destroyed. "It was rebuilt and we were ready for reshooting the following day. It was as quick as that."

With the completion of UFO and the closure of the Slough studios, so ended Derek's long association with AP Films and Century 21. "Having had this 'safe' job for all these years, I was now unemployed and panic set in. I went to Denmark and worked on a film with production designer Tony Masters who worked on 2001: A Space Odyssey."

By the time Space:1999 had gone into

production in the early Seventies, Derek had already forged new links with the makers of the Bond films, which, at the time were about to star Roger Moore. The opportunity to work on the blockbusters came while Derek was working on 'Fear is the Key' at Bray Studios near Windsor. "It was an Alistair MacLean film about the oil wells in the Mississippi area and told the story of a Dakota that crashed into the sea laden with gold and how a couple went in search of the treasure in a bathyscaphe. The production designer was Syd Cain, who was responsible for the same work on the earlier Bond films, and he asked me if I would be interested in doing the special effects for the next Bond film, *Live and Let Die*."

Derek went on to contribute to a further four Bond films - *The Man with the Golden Gun*, *The Spy Who Loved Me*, *Moonraker* and *For Your Eyes Only* - between 1973 and 1981.

During this period, he also worked on *Shout at the Devil* (1975), *Aces High* (1976), *Superman - The Movie* (1978) and *Superman II* (1980).

He won an Oscar for *Superman I* and also later received the first BAFTA award to be given for special effects. The American Academy also awarded him a nomination for *Moonraker*. In one review of that particular film, a newspaper critic paid Derek a back-handed complement: "I don't have to ask who did the special effects," he wrote. "He's doing the same things that he was doing on *Thunderbirds*!"

One of the most pleasurable aspects about working on the Bond films for Derek was working with Roger Moore. "He was great. While he took his work seriously, but didn't take himself seriously. He used to say it was lovely to be paid to act ... But he reckoned that he couldn't act! Always

good fun with the crew, there was none of this 'I'm a big star' business. Whenever he could, he would play backgammon with Cubby Broccoli. They were both mad keen players and Roger would go and act a scene and come back and say to Cubby 'You moved!'"

The Bond and Superman films were the most rewarding times for Derek. The former also gave him the opportunity to travel the world. "Wherever we went, Cubby would bestow great luxury upon us. As heads of departments we were sent on location reces and put in the best hotels. We flew first class, it was luxury ... We went from Los Angeles down to Rio, out to the Belize jungle ... they were great days."

He paused for further deeper reflection for a moment before continuing. "It spoils you in the end, because you find that you can't afford to stay in these hotels and you can't afford to fly first class, unless Cubby Broccoli is paying ..."

During the Eighties, Derek continued to work on big productions. These included *Krull*, *Supergirl*, *Santa Claus The Movie*, *Spies Like Us*, *High Spirits* and *Batman*. He was responsible for the sequence in the first *Caped Crusader* film where the Batmobile becomes shielded against enemy attack.

In recent years his achievements included *Never Ending Story II*, *Hudson Hawk* and in 1991 he produced all the miniatures for *Cape Fear*, starring Robert de Niro. While the bulk of the film was being shot in America, Derek worked on a particular special effects scene in England. "It was the last part of the film when the boat is going down the rapids in a horrendous rain storm and finally it breaks up. We shot the underwater sequence in a tank at Shepperton Studios," he recalls. "It was quite a small tank and

I was crammed up against the side of it. By the time we had got the boat and the rocks in there, we could hardly get the camera in!"

Today, Derek is somewhat despondent about the state of the British film industry. "It has gone very, very slack and unfortunately the Government hasn't helped. We didn't want money, we just wanted to make it easier for American stars and directors to come over to this country without taxing them to high heaven, but they didn't do anything. Unfortunately, our Government treat the film industry like they used to treat the pop industry and probably still do, except the pop industry has made billions of pounds and they now realise they are an asset. I can't understand the mentality behind it."

"Our technicians, whether camera, make-up, hair, whatever department you want to pick, are among the best in the world and to prove it, a lot of them are working in America now. If you go back to the days of Alexander Korda, American special effects were brought over here because we didn't have anyone who could cope with that sort of thing. We learned from them, they taught us, then we became experts. It's like we taught the world cricket and now we can't win a game."

"So then American companies didn't have to bring special effects people here. They came and we were already here and they used us because we were good and the films could be made cheaper here... and still can be."

Star Wars was made in Britain, but the miniature effects were shot in America where they created a completely new method of shooting miniatures. "The Americans ploughed in more and more money and out of it rose people like Lucas and Spielberg. Today they have this multi-million dollar company, ILM, Industrial Light and Magic, with all the most sophisticated equipment you could wish to have for special effects. They demand a figure for doing effects and they get it. If we try to demand that sort of figure they don't want to know. We still have people in this country who are quite capable of doing what ILM do with their computers but nobody will back us. And that is the story of our lives ... We have invented some great things, from the *Jump Jet* to *Concorde* amongst others. The only country in the world to ever take things up and make money out of it is America. There is a great deal of money to be made and lost, but the Americans don't give in. If they lose on one film, they don't pack up their camp and move, they stay with it and make two other films and put more money into it, rather like Cubby Broccoli used to do. He would make a Bond film and if one started to sag at the box office, then the next one would have more money spent on it, with more effects and better stories and he would lift them up again and that's why they lasted so long."

Of all his work, Derek talks with most



Sky One is prepared for filming.

pride about his contribution to Thunderbirds. While the series still manages to keep a tight hold on two or maybe three generations of viewers, he is not easily convinced that the same magic could be recreated in a new series today. "I once told a seminar that I thought it could return but having given it a lot of thought I don't think it could be made again. I don't know if you could get anybody to work the way we worked. We were like maniacs rushing around. I can't speak for the puppeteers, but for special effects people it was a golden opportunity to get into the film industry. Today, Peter Wragg holds a senior position with the BBC special effects unit, then there's Brian Johnson who worked on Star Wars pictures, John Evans who produced the floor effects on Batman, there were so many—Georgie Gibbs, Richard Conway, Ian Scoones. I could use both hands to count them

"I look back on those times with affection, working with some indispensable people. I give credit to Les Bowie because he taught me everything.

"Bob Bell and I used to have our little arguments," he added with a smile. "He was the production director on the puppets and I would be doing the effects and would design a craft with a cockpit that he couldn't make full size and he'd go bloody barmy! He would say 'You've designed this bloody cockpit and I can't get a compound curve on the Perspex like you've done ... Mine's three feet across and yours is just two inches!'. Remembering such times clearly, Derek smiles, adding insistently "We were great mates really!"

"My relationship with Gerry was great too."

So what was the formula to producing such high quality television, that was to be enjoyed by millions of viewers over three decades around the world?

"It was purely and simply everyone's enthusiasm. We were being led by someone with enthusiasm and beneath him there are other people who were enthusiastic. For myself, I set out to prove what I knew I could do - to create miniature effects that people wouldn't know were miniatures. That was my driving force and the thrill of it all was when you went to rushes the following day, you saw it on the screen. I'm not saying that every shot we did on Thunderbirds was perfect, because there were often reasons why it wasn't - we ran out of time or we ran out of money, or patience! You had to be young, ambitious and stupid to work in all that filth all day long!"

© Simon Archer 1993
All rights reserved.



New heights of realism were reached with the advanced miniatures produced for the UFO series. Here Derek attends to the details before filming a mobile for the episode 'The Long Sleep.'

**BE SURE
TO
SUBSCRIBE
NOW**
**See our
ad on
page 33**



Gabrielle Drake appearing in Noel Coward's play 'Present Laughter' at the Liverpool Playhouse, April 1993. © Howard Davies.

**P
O
S
I
T
I
V
E
T
R
A
C
K**

CENTURY 21

POST TRACK

London Agent - Simon Archer

1 February	GMTV	1993 Toy Fair report focuses on the expected demand later this year for Captain Scarlet toys.
2 February	Today	A report on the predicted Captain Scarlet toy boom this Christmas following a "phenomenal reaction" to the range of toys previewed at the 1993 Toy Fair by Vivid Imagination Limited.
2 February	BBC Radio 2	Presenters Gloria Hunniford and Ken Bruce jest about their desires to live on Tracy Island.
6 February	Daily Telegraph	BBC TV's Blue Peter presenters are on the cover of the TV and radio section to promote the Sunday 8am third repeat of the show's D IY Tracy Island feature.
12 February	Sun	Gerry Anderson is reported to have "revealed he wants to film new episodes" of Thunderbirds.
12 February	Daily Mirror	A similar claim - 'Thunderbird boys set to fly again' cries the headline.
12 February	Invicta Radio	Gerry Anderson guests on the Kent independent radio station and takes part in a Scruples-style game with DJ Daryl Denham.
19 February	Daily Mail	GMTV presenter Eammon Holmes shows off his new born son who was due to be named Scott or Virgil, if the presenter's four-year-old son Declan had had any say in the matter.
February	Viz	'I've bedded the TV puppets!' claims the magazine in a tabloid-style report that includes references to Lady Penelope, Parker and Scott Tracy.
20 February	Young Telegraph	A competition promoting the Matchbox Thunderbirds action figures and Crosse & Blackwell TB baked beans.
20 February	ITV	Gerry Anderson guests on the Saturday morning show What's Up Doc?, together with some of the stars from Thunderbirds.
20 February	Daily Mail Today The Times Daily Telegraph TV Times TV First TV Choice	Reference to Gerry Anderson, Lady Penelope, Parker and Brains' appearance on ITV's Saturday morning show What's Up Doc?
21 February	Sunday Mirror	Virgil and Gordon feature in the newspaper's weekly Spot The Difference competition.
21 February	Sunday Express	A reporter travels to China in search of Tracy Island, or rather the infamous Matchbox factory where the illusive toys are made.
13 February	The Times	A party at the India high commission in London to mark the start of the screening of Thunderbirds in Hindi on BBC 2 for schools.
27 February	The Times	The ludicrous cult of limited editions is being stretched to new limits daily, the paper complains, highlighting the latest set of Thunderbirds collectors' busts being offered in the colour supplements.
February	Total	A reader of the popular computer games magazine asks if any Thunderbirds games are due on the market. Back comes the reply "...so far we've seen and heard absolutely zilch."
28 February	Sunday Express	Four Tracy Islands are given away in a competition, obviously found during the paper's recent visit to the factory in China.
March	Screens	A preview of the ITC Action 93 convention at Shepperton.
4 March	Sun	MP David Owen's looks are compared with those of Virgil Tracy.
7 March	Sunday People	GMTV's Eammon Holmes gains further editorial space for his refusal to name his new son after one of the TB pilots.
7 March	Sunday People	'Little Treasures' looks at the value in holding on to your toys, including anything Anderson of course.
12 March	BBC 1	During the marathon Comic Relief show, TV presenter Clive Anderson is introduced by confessed Thunderbirds

25 March	LBC Talkback	fan Jonathan Ross as 'son of Gerry Anderson'.
26 March	Radio 1	Gerry Anderson is interviewed about ITC's Action 93 convention.
26 March	Capital Radio	Gerry Anderson is special guest on The Steve Wright in the Afternoon Show.
28 March	Observer	More from Gerry on the early evening news show The Way It Is.
2 April	Daily Mail	A critical review of ITC's Action 93 convention, an event that appeared to be enjoyed by all who attended it, except, one or two members of the Press.
3 April	Sunday Express	A full-page report on the paper's Build a Tracy Island Competition.
7 April	Bristol Evening Post	Stingray is featured in the weekly Wordsearch puzzle.
3 April	Daily Star	The daily paper comes to the rescue of a young reader whose DIY Tracy Island was eaten by pet collie Fala!
5 April	Chiltern Radio	Three-year-old Ben Crosby received a Matchbox Island and soon had a smile on his face.
11 April	Sunday Times	The range of Stingray toys are given away in a competition.
10 April	Daily Mail	Stingray week of competitions begins on The David Andrews Show.
10 April	Radio Times	Fan-ownership is the angle for this particular report on the ITC Action 93 convention held in March. In a listing of top ten fanzines, Anderson's FAB gets a well deserved top billing.
11/12 April	ITV network	A more sensitive review of ITC's Action 93 convention, including an interview with Gerry Anderson.
13 April	Daily Mirror	The Easter Special goes Thunderbirds crazy with Cheryl Baker making a TB1 cake, a cut-out IR code breaker, a DIY Lady Penelope powder compact transmitter and a chance to win some TB Pelham Puppets.
14-18 April	Daily Mirror	Regular commercials for the Daily Mirror's week-long Thunderbirds promotion.
17 April	Daily Mirror	The TB week begins with each issue containing a free TB poster.
18 April	Sunday People	Colour cut-out pictures of the key TB characters and personality profiles.
19 April	Chiltern Radio	'Thunderbirds Are Glow!'. A report on a fire at the warehouse storing thousands of TB Pelham Puppets.
		Competition to win Wesco TB2 Alarm Clocks.
		Thunderbirds week of competitions begins on The David Andrews Show.

and from our readers . . .

14 March	Maigret ITV	Michael Billington features in the final five minutes of the programme as Oscar the killer, only seen in the final scene. <i>PT N. Thompson, Tyneside.</i>
23/27 March	Liverpool Empire	Windsor Davies stars as Captain Hook in this musical fairytale. <i>PT Howard Davies, Wigan, Lancs.</i>
30 March	Scottish Daily Record	Double-page feature interview: 'Gerry still pulls the strings' with impressive colour photos - Gerry with Zeldia; standing by 'Birds Are Go' film poster; Lady P and Parker in FAB 1, Virgil and Brains in TB2, Troy and 'Phones and Captain Scarlet. Feature said Gerry was making a new series called STATE Police! <i>PT Robert Reid, Falkirk.</i>
April	Liverpool Playhouse	Gabrielle Drake appears in Noel Coward's 'Present Laughter'. <i>PT Howard Davies, Wigan, Lancs.</i>

KEITH ANSELL'S NEUTRONI TRANSMISSIONS

After watching my copy of *Thunderbirds Are Go* again the other night it struck me that Zero X took six weeks to reach Mars at its nearest point to earth i.e.: 35 million miles, and yet in the episode 'Sunprobe' it takes the rocket of that name less than a week to reach the vicinity of the sun's chromosphere i.e.: 94 million miles!!! Why the seeming anomaly - it can't be a continuity error, can it? Of course not - here's the answer:

The episode 'The Perils Of Penelope' introduces the newly developed top secret hydromic fuel (that can be produced from sea water) which will allow Sunprobe to fly closer to the sun than ever before and return to Earth with material captured from a solar flare. The Sunprobe's motors developed 16 times more thrust than the conventional chemical/arc jet rockets installed in Zero X - resulting in the incredibly short solar mission time. The Solar System Exploration Centre decided to continue the Zero X programme as originally planned and their first manned flight to Mars took place in 2026, taking 6 weeks to reach the red planet - but by mid 2027 the new experimental BN3 engines had been installed in Zero X mark III to allow the use of hydromic fuel and cut the flight time to 3 days at full power. Practical exploration of the Solar System was now possible!

This answer reconciles the episodes 'Perils of Penelope' and 'Sunprobe' with the Zero X strip in TV21 and my XL5 guide. 'Perils of Penelope' was originally the 3rd. episode of *Thunderbirds* televised and 'Sunprobe' the 11th, which makes a lot more sense than BBC 2's running order. NB: *Thunderbird 3* must have used a variant of the new fuel (invented by Brains) to allow her to have gotten within range of Sunprobe in time to activate her motors. - **What do you think?**

After watching *Doppelganger* (a.k.a.

PWOR

1. Q. Upon what scientific principle does the *Thunderbirds* Camera Detector work?

A. This is never explained. The best theory that has been suggested is as follows: When light shines on photographic film a chemical change occurs to form the picture. The detector presumably picks up this chemical change taking place and raises the alarm. Code: 6/7.

2. Q. Rather than keeping their technology secret, wouldn't it be more altruistic for the Tracys to share their technology with other emergency services? After all, International Rescue would be pretty much strangled if the emergencies were to occur simultaneously?

A. Agreed, but the plot of the show has I.R. succeeding where normal rescue efforts wouldn't work. If everybody could do it what would be the point of the programme? Luckily, only one emergency occurs at one time. **[Ed. here-If International Rescue's technology was 'made public' as it were, the chances of it being exploited for military and destructive ends would increase. It therefore makes sense for I.R. to keep the balance of power in their own hands, ensuring that Brains' inventions are only used for the GOOD of mankind].**

3. Q. How come in long shots the nose section of TB 1 is perfectly smooth, but in close-ups there's a hatch with enormous rivets all around it?

A. As with any model, when making different sizes of the same vehicle there is a problem with

Journey To The Far Side Of The Sun again recently I wondered in what year the events seen in the film took place (and how they related to the rest of the Gerry Anderson universe). I finally settled upon 1987! 'Why?', you might well ask-well-here goes:

A) The space suits used by Glen Ross and John Kane are the same design as those seen in UFO which is set between the years 1980-84.

B) Ditto the gullwing cars and other road vehicles.

C) Glen Ross is said to be NASA's most experienced astronaut (with over 50 days of spaceflight to his credit which included two trips to Mars-presumably he did NOT land or this would conflict with Zero X in 2026).

D) The Counter Earth is detected by an early unmanned Sunprobe. The above points seem to place *Doppelganger* some time between 1980 and 2026. The fact that the same spacesuits and cars seen in UFO are in use would place the date nearer 1980 in my opinion - also, Glenn Ross being NASA's most experienced astronaut with 'only' 50 days space flight logged and not, say, Paul Travers (who made the first PUBLIC landing on Mars in 2026) would support this.

Then I remembered the 'war to end all wars' referred to by John Koenig in the Space: 1999 episode 'Rules Of Luton' which took place in 1987 'as a result of all the political and social hatreds in the world suddenly coming to a head.' Now what could have brought about this disastrous event (that obviously didn't last very long as I'm sure the U.K. wasn't involved) why, the negative energies released and subsequent tensions created by events in *Doppelganger* of course!

So 1987 it had to be. Now according to Chris Bentley's Space: 1999 Guide nations became more dedicated to working together and forging a lasting peace after the terrible war - at least until 2028 anyway. As a result of this the United Nations were obviously given much greater powers to ensure that such a catastrophe would not happen again and therefore set up the World Army, Navy and Airforce as the ultimate peace-keepers. This all fits in nicely with their appearances in *Thunderbirds*, Joe 90 and The Secret Service i.e.: before the formation of the World Government in 2045.

scaling down, the rivets were only featured on the larger versions of TB 1. (Other anomalies occurring with the TB 1 models include skids or wheels as landing gear depending on the model used and a section behind the nose cone that presumably housed batteries on one of the models).

Questions by Trevor Briggs, Horley, Surrey.

4. Q. Is there some tactical reason why all the SHADO mobiles are painted in a sort of pale grey/blue? They seem to charge around forest areas quite a bit. Would they not have benefited from a colour more suited to their surroundings? Is there any evidence that some might, if deployed to a particular area for a great length of time, have been re-painted or at least toned down to fit in with that area of operation?

A. Mobiles are, as their name implies, mobile, and are only sent to a particular area for a short time. There is no evidence to suggest they are re-painted if assigned to one place for an extended period. However, they're an excellent neutral colour should the need for re-painting arise. Code 3/6.

5. Q. How is Sky 1 (or 2 or 3, etc.) recovered after its missions. Does it land on the ocean to be re-docked with Diver or at an airbase?

A. Ordinarily Sky 1 would land on the ocean and become a submarine and re-dock with Diver. However, the aircraft can land at any airfield as it does also feature conventional landing gear. Code 3.

6. Q. Do any of the vehicles used in UFO i.e.: Straker's/Foster's car, the Eurosec Jeep (*Doppelganger*) survive today? Are they on

All this leads to another question - what happened to the Counter Earth seen in *Doppelganger*? I think we must assume that after 1987 it no longer existed in our Solar System - maybe it never did!!!! To avoid all the scientific anomalies created by a reversed copy of Earth (which is the home of mirrored replicas of EVERY single person and thing on our planet-maybe the simplest answer is that Counter Earth exists in a reversed aspect of our universe - and that an unstable two-way warp in space allowed the early Sunprobe's camera to detect it and then Glenn Ross and John Kane of both Earths to cross over and visit their opposite persona's worlds.

The forces released by the crossing from our universe into the reversed universe (and vice versa) destroyed the space warp and released a flood of negative energies that sparked off the massive tensions that caused the 1987 World War. The same forces could also have been instrumental in drawing Frazer and then Meta into our Solar System - both of which pushed a PUBLIC landing on Mars further and further onto a back burner until the Zero X programme in the 2020's. - **What do you think?**

We know that Sir William Frazer and his wife were part of Commander John Westley's team sent to Mars in 2009 on the TOP SECRET mission to establish Kahra Base there for NASA. Their son William Frazer Junior was born on Mars in 2018 and didn't see earth until his parents returned home on completion of NASA's base in 2020 - just days before it was completely destroyed by Zeld's forces.

Young William eventually returned to Mars in 2038 when he joined the Universal Secret Service and changed his name to Brent Cleever. In 2041 he became Senior Special Agent 21 and in 2055 was promoted to Director of the USS... But what happened to his father??? Why, he became Head of the British Secret Service in 2026 until his death in 2037. See *Thunderbirds* episode '30 minutes after noon' if you don't believe me-i.e. he's Southern's boss. And what was his code name? Two One (21), of course! - **What do you think?**

display anywhere or in someone's private collection? Or - worse still - rotting away somewhere?

A. We think one of the Eurosec jeeps is in Keswick (see next question). Straker's car used to be owned by Dave Lee Travis (see our article in our out-of-print issue 4 if you can grab someone's copy - Ed.) but about ten years ago it belonged to a Birmingham stamp collector who has now died without selling. Any further info on its whereabouts would be appreciated. Code 2/3.

7. Q. In early issues of C21 there were articles reporting on the restoration work carried out on the full-size FAB 1 Rolls Royce, stating that it is now part of a display in a car museum somewhere. Could we have the name and address of this museum?

A. Certainly. It is: *Cars Of The Stars*, Standish Street, Town Centre, Keswick, Cumbria, CA12 5LS. The owner tells us that he also has a Moon Buggy from Space: 1999 on display.

Questions by Deane Goldsack, Lickfield, East Sussex.

...Last issue we had a question from Richard Farrell about incidental music in UFO - rest assured, Richard, we haven't forgotten you - we're still working on that one!

Well, that's it for this issue. Keep those questions coming in, we're enjoying reading your questions and searching out the answers.

Martin and Lynn.

CENTURY 21

FIVE MATCHBOX MARINEVILLE PLAYSETS FIVE MATCHBOX STINGRAY AND TERROR FISH SETS, TEN MATCHBOX ACTION FIGURES

... must be won in our free-to-enter Crazy Caption Competition

That's right we're giving away all these superb Matchbox goodies as prizes in this issue's Stingray competition. To enter, all you have to do is study the photograph in this panel, then come up with a witty caption, telling us what either the dad or the little boy (or both) are saying, then send your answer on the back of a postcard (no need to cut your Century 21) together with your name and address, to:

MATCHBOX COMPETITION,
Century 21, 57, Lynwood Avenue,
Clayton-Le-Moors, Near Accrington,
Lancashire BB5 5RR.

To arrive not later than first post July 15th., 1993.

Rules: This competition is open to all readers of Century 21 with the exception of employees of Century 21 and Matchbox Ltd. and their families. The judges decision is final and binding and no correspondence may be entered into. The prizes will be awarded to the senders of the wittiest captions sent in, with the most humorous quips winning the Marineville playsets, the next best entries the Stingray vehicles, and ten runners-up an action Figure each.



WE'RE GIVING AWAY 50 TELSTAR THUNDERBIRDS AND FRIENDS VIDEOS ENTER OUR FABULOUS FREE COMPETITION TODAY!

'Thunderbirds and Friends' is a brilliant collection of action set to remixes of the original theme music from these classic 60's series Thunderbirds, the Prisoner, Stingray, UFO and Captain Scarlet, and you could win a copy by entering our competition right now!

HOW TO ENTER.

Simply tell us what type of music you think Parker listens to in his off duty moments. For example, if you think he tunes into Beethoven, write on a postcard: I think Parker listens to Beethoven, because... (and then, in not more than fifteen words, tell us why you made that choice). It's that simple, so get scribbling today, then send your postcard to:

TELSTAR COMPETITION,
Century 21,
57, Lynwood Avenue,
Clayton-Le-Moors,
Nr. Accrington, Lancashire, BB5 5RR.

To reach us not later than first post on July 15th.

Rules: This competition is open to all readers of Century 21 with the exception of employees of Century 21 and of Telstar Video Entertainment Ltd. and their families. The judges decision is final and binding and no correspondence may be entered into. The videos will be awarded to those entrants who, in the judges opinion, have submitted the wittiest or most appropriate answers to the question.

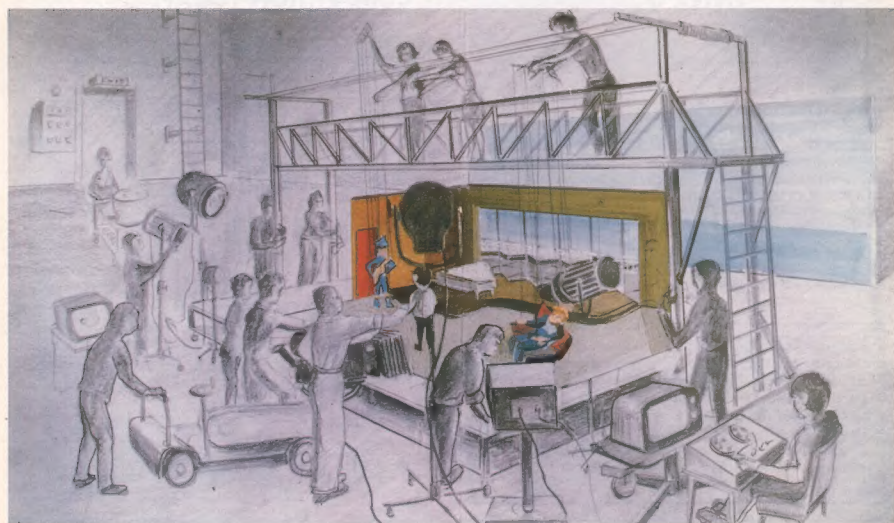
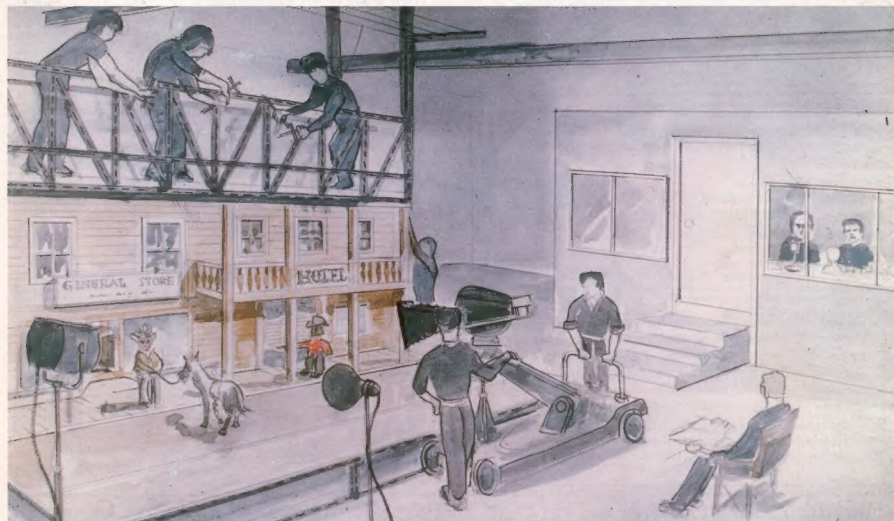


C21 INVESTIGATOR

No room for a full-page this time, readers, we're crammed full of so many goodies this issue. In brief, therefore, on

August 30th., you can look forward to: * Paddy Seale interview. * More modelling magic from Martin Bower. * Stingray encyclopedia part II. * Terrahawks merchandise guide. * Anderbooks Part II. * Plus, as always, a few special surprises! We'll be here—make sure you are too!

CENTURY 21 ISSUE 14—ON SALE THROUGHOUT THE UNIVERSE AUGUST 31ST., 1993.



EXCLUSIVE BOB BELL ARTWORK
CENTURY 21 COLLECTOR'S - ARTWORK NO. 3.
See inside for background story.